

POPULAR Computing WEEKLY

35p

31 March-6 April 1983 Vol 2 No 13

This Week

Dragon software

Keith and Steven Brain look at some of the latest software to come on to the market and find there is no defense from the phantom slayer. See page 12.

Lynx programming

Jason Orbaum looks at different ways of using the Lynx's capability for handling one-dimensional numeric arrays on page 31.

Spectrum sound

John Durst presents two machine code routines for creating sound effects on the Spectrum. See page 32.

BBC magnification

Gary Scowcroft explains how to magnify text on a mode 0 screen. See page 29.

★ **STAR** ★
April Fool
Island on
BBC B. See page 8.
★ **GAME** ★

News Desk

16K Oric — production delayed

ORIC's wish to manufacture a sub-£100 colour computer will have to wait a little longer to be fulfilled.

The 16K Oric 1 will not now become available until late May or early June.

This setback comes after earlier indications of problems with 16K production (see *Popular Computing Weekly*, March 17). The delay results in part from technical difficulties with the design and in part from increased demand for the 48K machine.

Oric's Managing Director Barry Muncaster explained that, originally, both versions used the same basic design.

"We would have had no problems if the specification of a particular chip had not changed just prior to manufacture," he said.

"This, however, did alter, resulting in us having to completely change the 16K version printed-circuit board design — which, from start-up to pro-

Continued on page 5



Commodore—'No' to home-taping

COMMODORE is actively looking at ways of stopping home-copying of its software. With libraries and exchange clubs proliferating, the problem is rapidly growing in importance.

"Stopping individual libraries is very difficult," commented Commodore's Marketing Manager John Baxter. "Industries much larger

than our own — the record and video businesses for example — are trying hard to fight a similar sort of problem and are failing, so there is no easy solution.

"At the end of the day, we have to stop the whole process of home-duplication and the industry must get together and develop a system to fight it."

Continued on page 5

Classified

Computer Swap 01-930 3266

Free readers entries to buy or sell a computer. Ring 01-930 3266 and give us the details.

SPECTRUM FORTH on cassette. Most timings actually faster than the Jupiter Ace. All Forth structures. Colour, high resolution graphics. Comprehensive instructions. Immediate despatch. No previous knowledge required. Order as SP16H (16K) or SP48H (48K) £5.95 to Mike Hampson, 7 Hereford Drive, Clitheroe, Lancs, BB7 1JP.

Classified

TEXAS TI 99/4A CASSETTE LEADS

£4.95
INCLUDING POST
AND PACKING
Single Recorder only

Orders to:
Clares, 222 Townfields Road,
Winsford, Cheshire CW7 4AX
Tel: Winsford 51374

DRAGON 32 + joystick, lots of software, 2 months old, £175. Tel: 01-337 0748.

SWAP ATARI 400 + cassette recorder, software and programmer kit for a Vic-20 with cassette player. Telephone: 0602 292205 (Nottingham).

Classified

ORIC 1 CASSETTE LEADS

WITH MOTOR CONTROL
DIN to DIN or
DIN to JACKS
£2.95

Orders to:
Clares, 222 Townfields Road,
Winsford, Cheshire CW7 4AX
Tel: Winsford 51374

21K VIC20 cassette unit, expansion board, joysticks, fourth cartridge, 2 programmers aid cartridge + £80 worth of software, £250. Tel: 0603 400738.

DRAGON 32, cassette leads, etc + data base, £150. Tel: 0780 51043.

Classified

ATTENTION ALL DRAGON 32 and TANDY COLOR USERS!!

"Color Computer News"
Our latest magazine from the USA,
full of hints, ideas and software.
PLUS FREE UK SUPPLEMENT with
Dragon compatibility chart and free advisory
service
Send £2.25 (and 50p s.a.e) for sample
issue to **ELKAN ELECTRONICS (Dept.)**
FREEPOST, 11 Bury New Road, Prestwich,
Manchester M25 6LZ. Telephone 061-798
7613
(24-hour service)

UK101 40K, new monitor, Eprom board with Basic V, took kit, 48 x 32, screen, over 25 software cassettes. Will sell 32K Ram and enhancements separately, £225 ono. Tel: 051-638 6775.

Continued on page 38

★ ★ BRITAIN'S HOME COMPUTER WEEKLY ★ ★

WINDOW ON ANOTHER WORLD



Cruise through the deepest reaches of space in a life and death struggle to decide the fate of the galaxy. Match wits with mighty mages in the final battle for supremacy of the planet Xarg. Test your driving skills on the tracks at Monte Carlo and Monza. Or just relax on a Sunday afternoon with a round or two at your local golf course.

Salamander Software offers a wide range of games for the Dragon 32, BBC Model B and Tandy 32K microcomputers. Whatever your age, whatever your taste, Salamander Software has the program for you! See us at the Midland Computer Fair, Birmingham, April 28-30.

**"Why can't all software
come up to this standard?"**
— Computer and Video Games

DRAGON 32 and TANDY 32K:

Dragon Trek £9.95.
Wizard War £7.95.
Golf £7.95. Grand Prix £7.95.
Vulcan Noughts and Crosses £7.95.
Games Compendium D1 £7.95.

BBC MODEL B:

Dragon Rider £7.95.
Tanks! £7.95.
Games Compendium B1 £6.95.
Games Compendium B3 £6.95.
EDG Graphics Package £24.95.

PLEASE ADD 50p P&P TO ALL ORDERS

Cheques or postal orders payable to:
SALAMANDER SOFTWARE, Dept. C,
27 Ditchling Rise, Brighton, East Sussex BN1 4QL.
Tel: 0273 771942
Send SAE for a full Catalogue

Programmers wanted: good royalties paid!

Salamander Software

The Team

Editor

Brendon Gore

News Editor

David Kelly [01-930 3271]

Software Editor

Graham Taylor [01-839 2504]

Production Editor

Lynne Constable

Sub-editor

Ninette Sharp

Editorial Assistant

Theresa Lacy [01-930 3266]

Advertisement Manager

David Lake [01-839 2846]

Advertisement Executive

Alastair Macintosh [01-930 3260]

Classified Executive

Diane Davis [01-839 2476]

Managing Editor

Duncan Scot

Publishing Director

Jenny Ireland

Popular Computing Weekly

Hobhouse Court, 19 Whitcomb Street,

London WC2 7HF

Telephone: 01-839 6835

Published by Sunshine Publications Ltd.

Typesetting, origination and printing by

Chesham Press, Chesham, Bucks

Distributed by S M Distribution

London SW9. 01-274 8611. Telex: 261643

© Sunshine Publications Ltd 1983

Subscriptions

You can have *Popular Computing Weekly* sent to your home:

UK Addresses

26 issues £9.98

52 issues £19.95

Overseas Addresses

26 issues £18.70

52 issues £37.40

How to submit articles

Articles which are submitted for publication should not be more than 3,000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here — so please do not be tempted.

All submissions should be typed and a double space should be left between each line. Please leave wide margins.

Programs should, whenever possible, be computer printed.

We cannot guarantee to return every submitted article or program, so please keep a copy. If you want to have your program returned you must include a stamped, addressed envelope.

Accuracy

Popular Computing Weekly cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

This Week

News

5

Ace software, Spectrum printer.

Letters

7

Robot's revenge, Foxbat.

April Fool Island

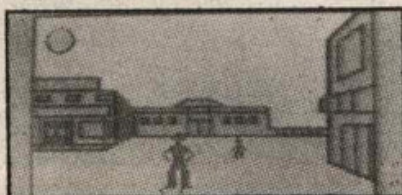
8

A new game for BBC B by Nick Wilson.

Reviews

12

Keith and Steven Brain look at some of the latest Dragon software.



Open Forum

14

Six pages of your programs.

Adventure

27

Tony Bridge's Adventure corner.

BBC in education

29

Magnifying text on a mode 0 screen.

Programming

31

Jason Orbaum looks at the Lynx's string handling abilities.

Spectrum

32

Machine code sound effects by John Durst.

Dragon

35

P Yeandle explains how novice programmers can create intricate designs.

Peek & poke

42

Your questions answered.

Competitions

43

Puzzle, Top 10, Ziggurat, Losers.

Editorial

The Data Protection Bill, currently passing through Parliament, is designed to protect the public (ie you and me) from any governmental misuse of information held in computerised data banks. In brief, the Bill purports to restrict access to information held in computers while giving individuals the opportunity of checking the validity of such information.

This would seem to be a worthy aim and, in the absence of any Freedom of Information Act, a sensible precaution. However, the Data Protection Bill, in its present form, is opposed by such groups as the British Medical Association, the Law Society and the National Council for Civil Liberties.

There are a number of reasons for this opposition, chief among them the fact that some government computers will be exempt from the Bill. Thus, information on such sensitive topics as immigration, crime and tax will be passed freely from one government department to another, but will not be available to the individuals concerned.

With more and more information being held in computers, some sort of data protection legislation is obviously needed. However, that legislation should be linked to a series of safeguards that give the individual a right of appeal. Hopefully, the Data Protection Bill will be amended to include such safeguards.

Next Thursday

Dare you try your luck in *Death Wall*? Do you think you can outwit the computer, and prevent yourself from being electrocuted, in this all-action game for the Dragon 32 by Mark Perry?

Also next week, a review of Vic20 games by Mike Grace.

Subscribe to Popular Computing Weekly

I would like to subscribe to *Popular Computing Weekly*.

Please start my subscription from the issue.

UK Addresses: ☐ 26 issues at £9.98 ☐ 52 issues at £19.95

Overseas Addresses: ☐ 26 issues at £18.70 ☐ 52 issues at £37.40

Please tick relevant box

I enclose my cheque to *Popular Computing Weekly* for

Name

Address

Please send this form, and cheque, to *Popular Computing Weekly*, Subscription Dept., Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

ORIC SOFTWARE from TANSOFT

ORIC CHESS



A superb chess game written in Basic with a Machine Code Move Search Routine. Features high resolution colour graphics, record of moves, allows Castling and En-Passant, 5 levels of play and computer can play black or white.

ONLY £9.99 inc VAT

48K only

ZODIAC



A 36K adventure game that will test your intelligence and patience for hours. Find the 12 hidden signs of the Zodiac to discover incredible treasures. Can you ward off the angry Yeti? What is the meaning of the radio that plays the 'Archers' over and over again (through your loudspeaker!)?

Only £9.99 inc VAT

48K only

ORIC FLIGHT



Can you fly your new 787 jet on to the runway without crashing, stalling or running out of fuel? Full digital instrument readout plus cockpit view of final runway approach. Superb graphics and sound.

Only £9.99 inc VAT

48K only

Please send me	Quantity	Total
Oric-Chess at £9.99		
Zodiac at £9.99		
Oric-Flight at £9.99		

TOTAL

Postage per cassette is 40p

Name _____

Address _____

Please send me latest price list _____

Please allow 28 days for delivery

All cheques payable to
TANSOFT LTD
3 CLUB MEWS
ELY
CAMBS
CB7 4NW

Tansoft is the software division of
Tangerine Computers.

Home-taping

Continued from page 1

At present, Commodore is looking closely at two possible approaches. "If necessary we can concentrate on Rom software or material on discs with protection systems," he said, "but we are also looking at changing the design of our cassette player to make it incompatible with a normal audio player."

Commodore is in a good position to adopt such a system because both the Vic20 and 64 computers use a dedicated cassette player.

"What we are looking for is a method of using a data cassette in conjunction with our C2N cassette unit in such a way that if you copy the cassette on a domestic recorder you will get a corrupted tape program."

Commodore, along with other manufacturers, is under increasing pressure from public lending libraries who wish to offer a software lending service. Already one library — Thanet — is offering a small-scale loan facility.

16K Oric

Continued from page 1

duction, has taken 12 weeks.

"The 16K has had to be viewed, from the manufacturing point of view, as a totally different product," he commented. "This has caused a delay."



Oric MD Barry Muncaster.

Existing mail-order customers who have ordered the 16K machine have been sent 48K models on "extended loan", and they will apparently be replaced when the 16K unit becomes available.

The 16K version is the second of the series to run into production difficulties. A 32K version was announced in November and shelved in January because of a chip incompatibility problem.

Software boost for Jupiter Ace

ACE owners are soon to get a shot in the arm — a much-needed software transfusion from the machine's manufacturer, Jupiter Cantab.

A range of nine cassettes will be available at the beginning of April, followed by another seven a fortnight later.

Three of the first wave are 19K programs designed to be used in conjunction with a 16K Ram pack which will go on sale at the same time. These are: *Gobbledegook*, *Zombies and Potholes* and an *Othello* type game.

Five of the remaining six tapes each contain a pair of 3K games: *Moo/Hangman*, *Fish/Flutterer*, *Greedy Gobbler*

Blow up the World, *Missile Man/Space Fighter-pilot* and *Overtaker/Brands Hatch*. The last three tapes have been commissioned by Jupiter Cantab from Micromega.

The final tape is *Monitor* — a 3K programming tool to display the content of the memory.

All of the tapes will be available from Jupiter Cantab, 22 Foxhollow, Bar Hill, Cambridge. The 19K programs are priced at £7.95. The others are £5.95.

The 16K Ram pack — available at the end of March — will cost £34.95. A 48K Ram pack will follow a few weeks later and will cost £79.95.

Longer term plans include a

combined RS232/Centronics interface board, available in the summer and priced around £40.

"We are also looking at the possibility of a colour card for the Ace — there is provision for it on the computer," commented Jupiter co-founder Steve Vickers.

However, he denied reports that a new machine is in an advanced stage of development. "Obviously we have got our ideas but we are not intending to bring out another machine this year."

● Stonechip Electronics has launched a 16K add-on Ram pack for the Jupiter Ace machine. Called the Pacer, the unit costs £29.95 and is available by mail-order from Stonechip Electronics, Unit 9, The Brook Industrial Estate, Deadbrook Lane, Aldershot, Hants.

Spectrum low-cost printer

A PACKAGE has been produced which allows the Sinclair Spectrum to run the Tandy low-cost printer/plotter.

Hampshire-based Softest has developed the hardware/software combination to do the work. For £35 the company will supply the connector and the software to drive the system.

The cassette program is supplied in three parts. The first provides the machine-code to interface the two machines — the so-called hand-shaking

protocol. The second provides a *List* facility. The third gives routines adding commands to the Sinclair Basic used to address the printer from the Spectrum keyboard.

The Tandy CGP-115 four-colour printer offers two modes of operation — text or graphics — uses plain paper of 96mm width in two formats — 40 and 80 character lines — and costs only £149.

Using the Softest interface, the mode, format, pen colour, pen start and stop position and origin may all be selected from the computer keyboard.

Explained Softest's Chandra



Fernando "The Tandy printer/plotter costs about a fifth of the price of its nearest competition, so it seemed logical to interface it with the Spectrum."

Although the Tandy printer has both Centronics and RS232 ports — the Spectrum has neither.

Further details of the interface from Softest, 10 Richmond Lane, Romsey, Hants.

Prestel adaptor put on ice

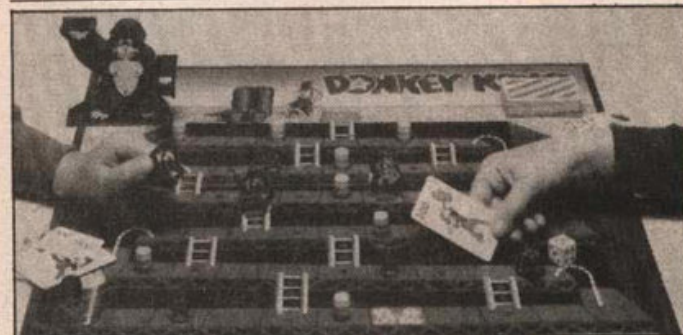
PLANS for a Prestel adaptor for the ZX81 and Spectrum microcomputers have been dropped by Sinclair Research.

"The project has not been killed dead — just frozen" said a company spokesman. "The decision has been made not for any technical reason — more because at present we feel there is no market for it. The engineering effort is being fed into other areas."

Micronet 800, the Prestel-based computer database, is working on its own adaptor for the Sinclair machines.

The unit should be available in early May at a price in the £50-£70 range.

The Micronet service was launched at the end of February and now has over 1000 subscribers.



Donkey Kong treads the boards

BOARD-GAME manufacturer Milton Bradley is moving into the arcade arena.

The company is producing a range of traditional games based on arcade favourites. The first three are Donkey Kong, Pac-Man and Frogger. Berserk, Defender and Zaxxon are to follow shortly.

"We are reversing the current trend and, in so doing, making these games so that the whole family can play them," commented a spokesman for the company.

The games cost £8.50 each. More information from Milton Bradley, 97/107 Uxbridge Road, Ealing, London.

ADVENTURES WITH OVER 4000 LOCATIONS

SPACE ADVENTURE ROLE PLAYING ADVENTURE SINGLE PLAYER ADVENTURE

Over 4000 locations on one adventure cannot be done on one tape! The first tape contains the graphics, the instructions, the preparation for travel and the first adventure. As soon as this first adventure is finished you can order the next part. Please note that every part gives you at least two if not four different exits.

You can stop the game any time you like. It is, however, not possible to skip parts because data are recorded and you need these to continue. There is always an option to continue when you have found an exit, thus allowing you to find all the exits in any one module.

TYRANT OF GRAHIM: an adventure in outer space. Try and find your way to the planet Shrahaim. The approaches are heavily guarded but if you can get through you will find eternal life and the conquest of the universe is yours. Maybe (but we doubt it) you will find the way to another universe, but only if you enter the right black hole.

TREASURES OF MOSHT: a single player adventure in the most fabulous country ever put on computer. Try and stay alive in a place where everything seems to go against you.

TRAVELS IN RASHAN: a role playing adventure situated on earth before the cataclysms which happened before the Precambrium era, some 600 million years ago. Travel through this ancient civilisation with its uncanny laws, stay alive and gather treasure. Then try and get back to your own time.

EACH ADVENTURE, Module 1, £4.50

Each further module also £4.50

Please add 50p per order for p&p

Available now for Spectrum 16K/48K and Atari 400/800

Available in May for Dragon and Oric-1

VENN SOFTWARE

133A High Street, Acton, London W3 6LY

Extended Basic for: UK101/OHIO

Extended Basic provides an upgraded Basic for most UK101/OHIO machines. ExBasic is powerful, fast, and very expandable, it adds 39 extra commands as standard, plus many features not found on more expensive systems. ExBasic uses a totally different concept to other add-on command chips, and as a result the user may add his/her own commands, and unlike many inferior ways of extending Basic. ExBasic's commands do not need prefixes like '&' or '%' in front of them. The commands may be used in programs as well as in immediate mode, unlike some add-on command chips where the commands can be used only in immediate mode, or only in programs. ExBasic was designed not just for games, or as a toolkit, or just to allow structured programming or just to help in machine code programs, but for all of these applications, giving even the most standard OHIO/UK101 and of the most powerful Basic offered.

Two chips add 39 extra commands: VDU, DRAW, UNDRAW, BLK, STORE, TEST, HLIN, VLIN, FILLS, FILLW, BLG, GO, GS, REPEAT, UNTIL, CALL, DOKE, DEEK, MC, PUSR, EGOTO, ELINE, ETYPE, INKEY, PUTAT, CLS, CLW, HOME, GET, INAT, WIN, NORM, FIND, OLD, PAUSE, TRACE, VIEW, ELSE, MON. Plus extra features such as LABELS.

For BASIC in ROM systems with CEGMON monitor only. Not suitable for systems with an alterable screen width.

When ordering state precisely your screen size. More comprehensive details on receipt of SAE.

Price £18.50 inclusive from:

Vachettes (Micros)

Marshborough, Sandwich,
Kent, CT13 0PG

Telephone: (0304) 812276

PLWK

C★TECH SOFTWARE

ZX Spectrum Software

DRAGON

FROGGER AND SPECMAN

FROGGER AND SPECMAN. Two excellent games for the price of one!

SPECMAN is probably the best version of its type with great machine code graphics and sound effects with three to five ghosts, power pills and a real munchie man who munches away in all directions unlike cheaper versions!

FROGGER, is a two screen superb representation of this arcade classic and has full colour Hi-Res Frogs, Cars, Roads, Logs, Turtles and Riverbank. Plus Super sound effects.

Both on one cassette for the Spectrum, price **£5.00.**



CENTIPEDE

CENTIPEDE AND PAINTER. By the time you read this our latest release for the Spectrum should be available.

CENTIPEDE is a full colour machine code arcade game where the object is to defend yourself with your Laser against a fast moving centipede which weaves in and out of the mushroom patch. There are other versions of this game but we think you'll prefer ours because we always strive for an extra dimension of realism, which makes all the difference!

PAINTER, is another well loved Arcade game, here you must paint in between the numbers on a multicoloured screen before you have to overlap. Price for the Spectrum is **£5.00.**



GORFIAN

GORFIAN INVADERS. A superb four screen machine code program with Invaders, Galaxians, Firebird and

Flagship. Multicoloured Hi-Resolution graphics and Sound Effects.

For the 48K Spectrum, price **£5.00.**



KRAZY KONG

KRAZY KONG. Another 100 per cent machine code program, featuring three screens of Hi-Res Gorilla, Barrels, Fireballs, Lifts and a Running and Jumping man who must rescue his girlfriend from the enraged KONG! For the Spectrum, price **£5.00.**

FIGHTER PILOT/ CITY BOMBER



FIGHTER PILOT is an ingenious program for the Dragon 32. It begins with a briefing session giving details of the fire attack waves and shows you pictures of the aircraft which include Messerschmidt and Junkers. You have to get the aeroplanes within your sights and shoot them down. There are five different screens including a parachuting sequence. It makes full use of Hi-Res graphics, colour and sound.

CITY BOMBER involves bombing buildings whilst your plane flies lower and lower towards them. All this for the unbelievable price of **£5.00.**

HOW AND WHERE TO GET C★Tech Software PRODUCTS

There are three ways to get the tape that you require. Firstly you can go to one of around 50 retailers in the UK and some more overseas, there is at least one in every town and several in major cities.

Secondly you can ring our Telesales on 061-366 8223 and Alison or Shirley will take your order and tell you of any other games you might be interested in. Last the most popular way is to simply clip the coupon and send it to us at: C★Tech, 184 Market Street, HYDE, CHESHIRE, SK14 1EX.

PLEASE SEND ME THE FOLLOWING:

MY NAME AND ADDRESS IS:

Postcode

I ENCLOSE

£



LETTERS

Bugs and all

I have been reading recently of the launch of the ZX Spectrum computer in the United States. According to various reports, the American version will not only be cheaper than in the UK but will be enhanced with such goodies as a three channel sound chip, games cartridge slot, auto-line number, renumber, etc. The American versions of the ZX81 and the ZX printer are also better than the ones we see here.

It seems to me that in the UK we have the first prototype rushed on to the market — bugs and all — followed by weeks of waiting while things are sorted out. Then, the American market has the benefit of a polished and enhanced machine as a result of the UK problems. Surely the enhanced machines should be available on the British market.

Why not, Uncle Clive, why not?

John Bloxham
18 Lea Close
Stratford-upon-Avon
Warwickshire CV37 9JS

Robot's revenge!

We at East London Robotics generally have a very high opinion of the content of your news pages, but we just have to point out some minor inaccuracies in your Peek & Poke page (March 3-9, "Giving them a plug").

ELR is not "in the process of moving". The move was completed before Christmas. Demand for our memory expansions and Slowloaders has far outstripped our expectations, but we have now managed to reduce the waiting time for an issue two 32K rampack to less than two weeks. We are expecting to deliver the entire backlog of issue one expansions by April 7, when delivery will be available in 10 days. British Telecom has been rather slow in putting in our extra telephone lines, and it has, indeed, been rather difficult to get through. The situation on this is now dramatically improving.

We would not like your

readers to be confused by the brief technical description of a 32K chip set in your magazine's reply. There are more than two decoding chips required, and you fail to mention that issue two spectrums themselves have a number of different variations which can cause complications. East London Robotics is not simply in the business of selling standard chips with a spectacular mark-up. We provide a fitting service at our premises or by post, as well as free help if there are any bugs.

Was the "plug" for our competitors simply revenge for our having failed so far to place advertisements in your excellent paper?

Roger Vellacott
East London Robotics
No 11 Gate
Royal Albert Dock
London E16

The "plug" for your competitors was simply a matter of informing one of our readers of an alternative source of supply, since he had been unable to contact you. Your decision on whether or not to advertise is immaterial.

Flawed score . . .

Further to the *Hungry Horace* saga, I am disappointed to report that I have discovered the flaw in the game. My score is now rarely below 75,000. Could Psion or Melbourne House recommend a *Poke* or any way of correcting this flaw which has spoiled an otherwise excellent and addictive game?

J S Mellor
8a Camden St
Plymouth
Devon PL4 8NW

Cowboys and Indians

Yes, another letter concerning software libraries. I am writing in my capacity as a partner in a software club. While I agree with some action being taken against 'cowboy' software libraries, I feel that your magazine should not take sides.

Your editorial (*Popular Computing Weekly*, February 17-23) concerning printing advertisements only from lib-

raries with permission of the software houses is unfair. Our club has been ready to launch for months now, but we have been awaiting replies from the software companies concerned.

We have written to most reputable Vic20 software houses but so far have had only two replies, neither of which had any relevance to our original request for permission to use their tapes. This ignorance from the software houses serves only one purpose: "cowboy outfits" to continue while leaving the more scrupulous libraries out in the cold!

S Greaves
24 Alton Road
Aylestone
Leicester LE2 8QA

I do not think our editorial of February 17-23 was unfair. It seems perfectly reasonable to me to ask all software libraries to obtain permission from the software manufacturers whose tapes they hire out.

While this may seem to discriminate in favour of the less scrupulous libraries, who just go about their business without reaching any agreements, in the long run I am sure it will benefit both software libraries and manufacturers. Sooner or later, the "cowboys" will be brought to account for their actions.

Remote control

I am very pleased to see that you now include a special page devoted to the BBC. However, please remember that not all these machines are sold for educational purposes and that there is a growing army of "home users".

I would like to see more articles such as "Walking the Wires" (*Popular Computing Weekly*, 24 February-3 March), which actually makes use of the many and varied input/output devices on the model B.

One problem seems to be finding suitable signal devices to plug in to the A/D port. Where, for example, can I get something to convert a temperature or a pressure to 0-1.8 volts? It would also be useful to have something that could switch mains voltage

household appliances or lights on or off by computer control.

D Clapp
The Croft
Haseley Kob
Warwick CV35 7NL

Memory games

I am a Dragon 32 owner who was very unhappy about the way the Dragon 32 *List* worked. The whole program is just *listed* at great speed (auto scrolling) until you have only 14 lines of text left. With a 200 line program that's not a lot of use (unless you have a photographic memory). Playing at the keyboard I found if you type *List* and *Enter*, the program is then *Listed*. To stop it just type *List* and *Enter* the program; when you want to continue just press any other key.

I hope this information will be of use to your readers who write their own software and have to debug it at the screen.

Ashley Buss
2 Pembroke Place
Caversham
Reading
Berkshire RG4 0HU

Foxbat's conversion

I thought that owners of the 16K Spectrum might like to know how to convert *Foxbat* (Vol 2 No 8) to run on their machines. The following alterations should be made:

```
2 CLEAR 32099;LET SS =  
0:LOAD""CODE  
32100  
130 POKE 32190,n  
140 LET L =USR 32100
```

in program 1, and in program 2:

```
10 CLEAR 32099  
20 LET A = 32100  
100 SAVE "HANG ON..."CODE  
32100,120
```

I would also like to congratulate Sinclair Research for the delivery of my Spectrum, 28 days exactly, and to Sunshine Books as I ordered *Cruising* on a Monday, and received it on the Wednesday!

R Wynes
94 The Butts
Frome
Somerset BA11 4AF

April Fool Island

A new game for BBC model B by Nick Wilson

March 31st: You retire to bed — impatiently waiting for tomorrow in anticipation of all the tricks you will play on your elder brother. You fall asleep happily.

April 1st: You wake up . . . to the sound of waves crashing nearby! Your brother has beaten you to it. He has April-fooled you. You read the note that is pinned to the foot of your bed:

Dear brother, Ha, ha! April fool! I have placed you at one end of this curious island. There is a boat on the far side of the island and you must reach it to stand a chance of returning home. But beware — you must not stray from the maze of paths. You may meet several random obstacles along your way. But don't worry, instructions are there to help you. Perhaps! Good luck — and see you soon, brother.

Program notes

The program has several smaller programs held inside. These small programs make up the obstacles. The main loop moves you.

- (1) When typing in, use the same line numbers.
- (2) Don't put the data onto one line.
- (3) Series 1 Roms should change *Peek*=227 to *Peek*=129 in line 520.
- (4) When typing lines 320—430 and 1115—1119 change all 'f's to *Chr\$ 225* and all 'S's to *CHR\$ 226*. This is achieved by using the copy key. This change is necessary because the printer used for the printout could not print user-defined graphics, so normal letters had to be substituted.



LIST

```

10 MODE1
20 PROCsetup
30 PROCmaze
35 COLOUR1:VDU31,X,Y,226
36 VDU19,2,4,0,0,0
37 COLOUR3
40 PRINTTAB(0,3)"N,S,E ?
":INPUTTAB(7,3)A$
41 COLOUR2
50 IF A$<>"N" AND A$<>"S" AND A$<>"E"
VDU7:GOTO40
55 VDU31,X,Y,225
60 X=X-(A$="E")
70 Y=Y+(A$="N")-(A$="S")
80 PROCcheck
85 COLOUR3
90 IF RND(1)>.4 GOTO 35
100 J=RND(10):IF J=3 AND RND(1)>.5
THEN GOTO 35
105 GOSUB (900+J*100)
110 GOTO 30
200 DEFPROCsetup
210 X=0:Y=10
220 VDU23,225,85,170,85,170,85,170,85,170
230 VDU23,226,24,189,153,126,60,24,36,102
240 VDU23,227,0,0,32,81,138,2,0,0
290 ENDPROC
300 DEFPROCmaze
301 CLS:COLOUR2:FORF=4 TO 20:PRINTTAB
(0,F)STRING$(39,CHR$(227)):NEXTF
320PRINTTAB(0,6)"SSSSIIIIIIII"
330PRINT"SSSSIISSSI"
340PRINT"SSSSIISSSI"
350PRINT"SSSSIISSSI"
360PRINT"IIIIIISSSSSI"
370PRINT"SSSSSI"
380PRINT"SSSSSI"
390PRINT"SSSSSI"
400PRINT"SSSSSI"
410PRINT"SSSSSI"
420PRINT"SSSSSI"
430 PRINT"SSSSSI"
440PRINT
445 COLOUR3
450ENDPROC
500 DEFPROCcheck
510 PROCpeek(X,Y)
520 IF peek=227 FORF=255 TO 30 STEP-1:
SOUND&11,-15,F,1:SOUND&12,-15,F-10,1:SOU
ND&12,-15,F-20,1:NEXTF:CLS:PRINT""YOU
FELL INTO THE SEA!":GOTO 900
530 IF X=27 GOTO 800
540 VDU31,X,Y,226
550 ENDPROC
600 DEFPROCpeek(X1,Y1)
610 VDU31,X1,Y1
620 A%=135:peek=((USR&FFF4)AND &FFFF)
DIV &100
630 ENDPROC
800 CLS:PRINT""WELL DONE! YOU HAVE
REACHED YOUR BOAT YOU ARE NO FOOL!!"
805 FORG=1TO100:SOUND1,-15,RND(255),1:
FORF=1TO8:VDU19,0,F,0,0,0:NEXTF,G
810 GOTO 920
900 FORAZ=1TO8000:NEXTAZ:CLS
910 PRINT""APRIL FOOL ISLAND CLAIMS
YET ANOTHER FOOL!!"

```

```

920 PRINT""PRESS ANY KEY"
930 *FX15 0
940 N=GET:RUN
1000 CLS:PRINT""THE HAPPY HIPPO SITS
HERE!"
1010PRINT"HE DOES NOT KNOW HIS NAME"
1020 PRINT"WATCH CAREFULLY AND QUICKLY!"
1030 RESTORE (1080+RND(14)):READ N$
1040 PRINT"PRESS ANY KEY":*FX15 0
1050 N=GET:CLS:PRINTTAB(RND(30),RND
(20)):N$
1055 TIME=0:REPEAT UNTIL TIME>10:CLS
1060 INPUT""WHAT WAS HIS NAME ?" A$:
IF A$=N$ GOTO 1070
1065 PRINT""THAT WAS WRONG! ":PRINTN$:
" CHARGES AND KILLS YOU!":GOTO900
1070 PRINT""CORRECT! PRESS ANY
KEY":*FX 15 0
1075 N=GET:RETURN
1080DATA HARRY
1081DATA NICK
1082DATA SIMON
1083DATA PETER
1084DATA FRED
1085DATA JACK
1086DATA HUGO
1087DATA DAVID
1088DATA ARTHUR
1089DATA JOHN
1090DATA CUTHBERT
1091DATA PAUL
1092DATA MIKE
1093DATA JAN
1094DATA EDWARD
1100 CLS:PRINT"THE DOORS!!!"
1110 PRINT""BEHIND ONE OF THE
DOORS THERE IS A STARVING LION! CHOOSE
CAREFULLY"
1111 COLOUR1
1115 PRINTTAB(0,10)" III III III"
1116 PRINT" III III III"
1117 PRINT" III I2I I3I"
1118 PRINT" III III III"
1119 PRINT" III III III"
1120INPUT""WHICH DOOR SHALL YOU GO
THROUGH ",D%:IF D%<1 OR D%>3 THEN VDU11,
11:GOTO1120
1125 D=RND(3)
1130 FORF=4 TO 16 STEP 6:FORG=10TO14:
FORH=1TO200:NEXTH:PRINTTAB(F,G) ":IF (D
*5-(3-D))=F-1 AND G=12 PRINTTAB(F-1,G)
"LION!"
1131 NEXTG,F:PRINT""
1132 IF D%=D GOTO 1180
1140 PRINT"YOU CHOSE CORRECTLY!":PRINT
"PRESS ANY KEY":*FX15,0
1150 N=GET:RETURN
1180 PRINTTAB(0,20)"YOU ARE DEAD!":GOTO
900
1200 CLS:PRINT"THE CRUSHER!!!"
1210 PRINT""ONLY ONE LETTER WILL STOP
IT!!"
1220 PRINT""PRESS ANY KEY":*FX 15 0
1221 N=GET
1225 CLS
1226 VDU31,20,16,226
1227 C=64+RND(26)
1230 FORF=5TO15

```

Continued on page 11

MAIL ORDER FOR DRAGON GAMES

A Selection from The Best Manufacturers

DONKEY KING £8.00
Can you save the Fair Lady?

SCAFFMAN £8.00
Eat the Superdots to give you strength... but be quick

GOLF £7.95
It's as exciting as the real thing

**FIGHTER PILOT/
CITY BOMBER** £5.00
Two-game pack
Shoot down the enemy planes
or go for a swim in the channel.
Bomb the city as you get lower
and lower

INVADER REVENGE £8.00
The tables are turned — you
are the LAST Space Invader...
can you survive?

KATERPILLAR ATTACK £8.00
Pay too much attention to the
Killer Caterpillar and the Vamp-
pire Moths will get you

WIZARD WARS £7.95
Dexterity and deduction is
needed to outwit your oppo-
nent

DRAGON TREK £9.95
A really exciting game using a
great number of displays

FOR FULL DETAILS OF AVAILABLE GAMES
SEND S.A.E.

SEND POSTAL ORDERS AND CHEQUES
PAYABLE TO MICROFUN

Micro Fun
2 DARLINGTON STREET
MIDDLEWICH, CHESHIRE

GAMES WANTED

Spectrum/BBC

An established software house is looking for original games for the 16/48K Spectrum and BBC. We are particularly interested in arcade games, war games and new ideas — but not variations of established games such as Invaders and Pac-Man.

If accepted, we will package and distribute your program and pay attractive royalties.

Whether your work is in Basic or Machine Code is not important, but we are looking for a high standard of originality and programming ability. Please send samples including stamps to cover return postage and we will respond rapidly.

MS

73 THE BROADWAY
GRANTCHESTER
CAMBRIDGE CB3 9NQ

THE DRAGON DUNGEON

DRAGON GOODIES

Now that we've shifted the rack out of the torture chamber, we've doubled our storage space and now stock the widest range of Dragon software available from a single UK source.

The Dungeon Master has been persuaded to expand his minging little Price List and we can now send you a descriptive catalogue (with an outline of each program).

Latest Book: 'Dragon Extravaganza' (50 programs!) £4.95.

Latest Arcade Games: 'Monster Mine', 'Space Mission' and 'Alien Blitz' — all £6.91. Double value m/c tape 'Gempack IV' ('Sea Harrier' and 'Sub Chase') £6.91. Wizard's m/c specials 'Smash' and 'Evictor' — both £7.

Latest Utilities: Accord Data's Light Pen and Pen Draw Programs £9.45. Compusense's DASM Assembler Cartridge £18.95. Automata's 'Dragon Doodles and Demos' £5.

Lots more software on the way!

TELEWRITER

Full-facility Dragon
Word-Processor

Now in stock at the Dungeon, 'TELEWRITER' is undoubtedly the most important program for the Dragon 32 released to date. This is a powerful Word-Processor, with sophisticated editing and file handling facilities and an excellent text capacity (18.5K characters, versus the Vic20 'Wordcraft' capacity of 7K).

- ★ 51 column × 24 line screen display
- ★ Upper/Lower case supported
- ★ Powerful text formatter
- ★ Multi-printer drivers (including dedicated MX-80)
- ★ Full Screen Editor
- ★ Cassette save Verify check

Supplied with full support package, consisting of Reference Manual, Telewriter Tutorial and the brochure 'Moving Basic Programs in and out of Telewriter.'

The Tutorial assumes no previous knowledge of word-processing, is accurate and readily understandable.

We cannot recommend this package too highly at £49.95.



DRAGON OWNERS CLUB

The Dragon Dungeon Club monthly newsletter, Dragons Teeth, is packed with news, reviews and information for the dedicated Dragon-basher. We still need your tips, discoveries, reviews and "beefs" and will send out guidelines and payment rates to those of you who feel up to full-scale articles.

The March issue of *Dragon's Teeth*, due out late February, includes both hardware and software offers and Club Members registering before March 31 will be eligible to purchase Dragon badges and sweatshirt at very special prices.

Annual membership, including *Dragon's Teeth*, £6 (six-month trial subscription £3.25).

THE DRAGON DUNGEON

PO BOX 4, ASHBOURNE, DERBYSHIRE DE6 1AQ. TEL: ASHBOURNE 44626


```

1235 COLOUR RND(3)
1240 PRINTTAB(0,F)STRING$(39,CHR$(225))
1245*FX 15 0
1255 N=GET:IF N=127 CLS:PRINT""CHEAT"
:SOUND1,-15,0,20:FORG=1T01000:NEXTG:PRIN
T""PRESS ANY KEY":N=GET:RETURN
1256 IF N<65 OR N>91 GOTO 1245
1260 IF N=C GOTO 1280
1261 NEXTF:PRINTTAB(0,16)STRING$(39,
CHR$(225))
1265 PRINT""YOU WERE CRUSHED!!":GOTO900
1280 CLS:PRINT""SAVED - YOU WERE LUCKY!"
1290 PRINT""PRESS ANY KEY":*FX 15 0
1295 N=GET:RETURN
1300 REM
1301 CLS:PRINT""BACK TO START!!
(Ha! Ha!)"
1310 X=0:Y=10:*FX15 0
1320 PRINT"PRESS ANY KEY":N=GET
1340 RETURN
1400 CLS:PRINT""THE CHARGING 'Z'S"
1401 PRINT""YOU MUST AVOID BEING CRUSHED!"
1402PRINT""USE 'Z' + 'X' FOR LEFT+RIGHT"
1403PRINT""PRESS ANY KEY":*FX 15 0
1404 N=GET
1410 Q=20
1415 !&FE00=&10200A
1420 FORF=1T0200
1425 VDU31,Q,10,32:IF F>170 PRINTTAB
(0,31):FORH=1T050:NEXTH:GOTO1435
1429 COLOUR1
1430 PRINTTAB(RND(30),30)"@          @"
1431 COLOUR3
1435 PRINT
1440 Q=Q+INKEY(-98)-INKEY(-67)
1441 Q=Q+(Q=39)-(Q=1)
1445 PROCpeek(Q,10):IFpeek=64 VDU31,Q,
10,42:PRINTTAB(0,0)"YOU WERE CRUSHED!":GO
T0900
1450 VDU31,Q,10,226:FORG=1T050:NEXTG,F
1465 CLS:PRINT"YOU DID IT!":PRINT""
"PRESS ANY KEY":*FX 15 0
1470 N=GET:CLS:RETURN
1500 CLS:PRINT""THE DELTA RAYS "
1501PRINT""KEEP STILL AND HOPE!"
1502PRINT""PRESS ANY KEY":*FX 15 0
1503 N=GET:CLS:VDU31,20,16,226
1510 FORF=1T05
1512 SOUND0,-15,7,255
1513 GCOL0,RND(3)
1515 MOVE RND(1280),0:DRAWNRND(1280),1024:
FORG=200 TO 0 STEP-2:SOUND1,0,6,.5:NEXTG,F
1520 PROCpeek(20,16):IF peek=0 PRINT"YOU
WERE SPIKED!":GOTO900
1530 PRINT""YOU WERE SAFE!":PRINT"PRESS
ANY KEY":*FX 15 0
1540 N=GET:CLS:RETURN
1600 CLS:PRINT""T H E  S O U N D
T E S T E R !!!!!!"
1610 PRINT""YOU MUST TELL ME WHICH
OF THE TWO NOTES IS THE (HIGHEST) !"
1620 PRINT""PRESS ANY KEY TO HEAR THE
NOTES"
1625*FX 15 0
1626 N=GET
1630 A=RND(250):SOUND1,-15,A,10:
FORG=1T03000:NEXTG:C=2:A=A+3:IF RND(1)
>.5 C=1:A=A-6
1635 SOUND1,-15,A,10
1636 FORG=1T01000:NEXTG
1640 INPUT""WAS IT 1 OR 2 ?"A$
1650 IF VAL(A$)=C GOTO 1680
1660 PRINT""WRONG!!! YOU ARE KILLED!"
:GOTO900
1680 PRINT""CORRECT!!!! YOU ARE
SAVED!!":PRINT""PRESS ANY KEY!":*FX 15 0
1690 N=GET:RETURN
1700 CLS:PRINT""TRY TO MEMORISE
THESE NUMBERS":PRINT""PRESS ANY
KEY TO GET THEM!":*FX 15 0
1701 N=GET:S$=""
1702 FORF=1T05:S$=S$+CHR$(RND(9)+48)
:NEXTF
1710 PRINT""S$
1720 TIME=0:REPEAT UNTIL TIME>50
1730 CLS:INPUT""WHAT WAS THE NUMBER",
A$:IF A$<>S$ GOTO 1760
1740 PRINT""CORRECT!!":PRINT"PRESS
ANY KEY":*FX 15 0
1750 N=GET:RETURN
1760 PRINT""WRONG YOU ARE KILLED!!"
:PRINT""S$ WAS THE ANSWER!":GOTO900
1800 CLS:PRINT""T H E  G R U E S O M E
G A M B L E R !!"
1801PRINT""HE HAS THOUGHT OF TWO NUMBERS
AND YOU HAVE TO TELL HIM IF THE SECOND
WILL BE HIGHER OR LOWER THAN THE FIRST!"
1802 Q=RND(100):Q1=RND(100)
1803PRINT""P.S. The numbers are both
less than 100"
1810 PRINT""Q" IS THE FIRST!"
1815 INPUT""IS THE SECOND GOING TO BE
HIGHER OR LOWER (H/L) "H$:H$=LEFT$(H
$,1):IF H$<>"H" AND H$<>"L" GOTO 1815
1816 PRINT""Q1" IS THE SECOND!"
1820 H$=H$+" ":H$=LEFT$(H$,1):IF
H$="H" AND Q1>Q OR H$="L" AND Q>Q1
GOTO1860
1830 PRINT""YOU WERE WRONG! YOU
DIE!":GOTO900
1860 PRINT""YOU WERE CORRECT! YOU
WIN!"
1870 PRINT""PRESS ANY KEY"
:*FX 15 0
1880 N=GET:RETURN
1900 CLS:PRINT"THE MAD M A T H E
M A T I C I O N !!!!!!"
1901 PRINT""YOU WILL HAVE 5 SECONDS
TO ANSWER AN EASY QUESTION!"
1910 PRINT""PRESS ANY KEY TO BEGIN"
:*FX 15 0
1911 N=GET:Q=RND(100):Q1=RND(100):
Q2=Q1+Q:TIME=0
1912 PRINT"" THE SUM IS : "
1913 @%=0:PRINT""Q: " + "Q1: " = " ;
1914 INPUTW$:W=VAL(W$):PRINT""YOU
TOOK "TIME/100" SECONDS"
1915 IF W=Q2 AND TIME<500 GOTO1960
1916 IF W=Q2 PRINT""YOU GOT IT RIGHT
BUT YOU WERE TOO SLOW":GOTO1950
1920 PRINT""YOU GOT IT WRONG!"
1950 PRINT""SO YOU ARE KILLED!":GOTO900
1960 PRINT""CORRECT!":PRINT""PRESS
ANY KEY":*FX 15 0
1970 N=GET:RETURN

```


Fire, turn and run!

Keith and Steven Brain run the gamut of Dragon software from Wizard War to Deadwood.

Hardly a week goes by now without somebody advertising new Dragon software — and a substantial amount of material has become available since our last review in January. This time we have looked at nine packages, ranging in price from £3.95 to £9.95, and all supplied on cassette.

We had no problem Loading any of them and we were quite pleased with our first impressions of most of them, although we had to force ourselves to stop playing *Monster Mine* and *Phantom Slayer* and delve deeper into the others! Essentially, there were games of skill and games of strategy, so we will consider them in two sections.

First, the games of skill consisting of: *Arcade Action* (*Meteor Run* and *Breakout*) from Apex, *Defense* (no, we have not spelt it wrong, this is another American import!) and *Phantom Slayer* from Microdeal, and last but not least *Monster Mine* and *Dragon Golf* from Gem.

Meteor Run and *Breakout* are on the same cassette for £3.95 and, although they were certainly far outstaged by the other games, you must ask yourself what can you expect for that price. If you look at the economics of games costing, you soon realise that 'cheap' cassettes are almost bound to be poor value. Our advice in general is to save up your hard-earned pennies for something better.

One touch from a Phantom is fatal!

For those of you who are determined to buy a 'cheapie', then *Breakout* is one of the 'golden oldies' of TV games where you hit a ball against a wall to knock bricks out. *Meteor Run* merely involves dodging objects coming up the screen at you. If you are a beginner, then these may be of interest, but you do not have to be too brilliant a programmer to write games of this standard (so why are you buying them instead of writing your own?).

The *Defense* and *Phantom Slayer* cassettes are twice the price at £8 each, but are in a different class altogether, being entirely in machine code and of real arcade standard. Both have been converted from high-class transatlantic Tandy Color Computer software (by the 'rehash' experts Microdeal once again). If you think that conversion of machine code programs is straightforward then try it yourself and prepare for a nervous breakdown, as the Dragon and Tandy Color Computer systems are much more different than they may appear at first sight!

Defense is an arcade look-alike played on the high-res screen and requires a joystick. The idea is to destroy the oncom-

ing missiles, repel the flip charges, and halt the fusion bombs to save your outposts from destruction. It features a hi-score table and optional instructions are included in the program. It is a good arcade copy, but our views are a bit jaundiced as we were never that impressed with the original.

Phantom Slayer takes place in a very realistic, full-colour, hi-res 3D maze and involves seeking out the dreaded Phantoms before they seek you out! You have a proximity detector, which gives an ominous audible warning of their approach, and a laser pistol. But, be warned that one touch from a Phantom is fatal. As it usually takes more than one shot to kill a Phantom, and your laser pistol takes a few seconds to recharge, we found the best tactic was to fire, turn, and run.

The title sequence is very neat and includes an essential 'demonstration run' through the maze, so you can see what you are up against. Two different maze types are available, together with a training mode (thank goodness!) and three speed levels. We found *Phantom Slayer* particularly addictive and great fun! If you are a real masochist, try this one on a black and white TV where you cannot even see the Phantoms!

Without doubt these offerings benefit greatly from the two-year start of US 6809 machine code software for the Tandy Color over the UK efforts in this field.

Monster Mine is another machine code arcade-type game; this time involving travelling upwards from the bowels of a gold mine, collecting cash, and trying to make it to the exit. The only slight problem is that there is a monster on each level which can outrun you! The trick is to run up

when the monsters are on the other side of the screen (they said nonchalantly!)

The whole mine is displayed at once in two dimensions and this game moves fast and is much harder than it looks at first. Although we feel the game itself is not quite as testing as the Microdeal offerings, it is more user-friendly and includes some very nice humorous touches.

Dragon Golf has some very stiff competition from the offerings of other software houses on the popular golf theme. Although you can pick your club and your "worst vice" many other factors are not included, and in our opinion it is far from the best version available. It only uses low resolution graphics on the text screen and is neither very original nor very close to the real game.

Our favourite golf program is undoubtedly still the Salamander version with its hi-res display of both fairway and green, neat aiming point system, and careful attention to the rules of the actual game. After the fast movement and hi-res display of *Monster Mine* from the same company (Gem), *Dragon Golf* was rather a let-down and it is hard to justify the price of £7.95.

When we had exhausted ourselves on the 'games of skill', we looked at the strategic side and tried to exercise our brains more than our fingers. The games in this section were: *Tyrant of Athens* from M C Lothlorien, *Strategic Command* from Romik Software, *Deadwood* from A&F Software and *Wizard War* from Salamander. All used a combination of text-screen and hi-res — both *Strategic Command* and *Wizard War* required two joysticks.

Although *Tyrant of Athens* produces an impressive map of Greece and the surrounding countries, it is rather disappointing in that most of the playing is done on the text screen. It involves a combination of the old 'trading' theme and more warlike activities, as you have to decide whether to fight attacking forces, how much seed to plant, how much to spend on 'defence',



and how near you dare get to starving your people.

It seems that dead wood is not always rotten, as the title sequence in the *Deadwood* program gives an impressive display of the old west. Although the game itself only involves the low-res screen, it can be interesting. It is basically a *Monopoly* type program, but not as complicated — do not expect Park Lane and Mayfair standards in this town!

You must deal with the law, tend to your supplies, and keep in with the bank. If you cannot stand any more, you can always retire to the casino! The program offers 1-4 player options and you can define the length of game at the beginning in minutes, so there is no excuse for staying up all night.

A game for the long winter evenings

The *Strategic Command* cassette contains both the main program itself and a preliminary 'joystick test', the purpose of which is unfortunately not made clear in the instructions. The idea of a rapid joystick test which will determine if your joysticks will function correctly with the program to be loaded is very good, and could save a lot of frustration, so it is a pity that the purpose is not properly explained.

Joysticks should always return values of 0 and 63 at the extreme ends of their travel. However, with cheap joysticks, it is common for the wipers not to reach the end of the potentiometer tracks, so that the full range is not seen — which can cause problems when the programmer has not considered this possibility.

In practice, it is best to try and avoid use



of the extreme values. But, if you have a Basic program using joysticks which does not function correctly, first test your joysticks and, if the extreme values are never reached, then the solution is to *List* the program and alter all the joystick tests to less critical values.

But, back to *Strategic Command* itself, a complex war game played on a hi-res map, which requires you to decide how to build up and deploy your land and sea forces, and then do battle with your opponent, all under joystick control! The rules are explained at length in very small print on the cassette insert and are quite complicated, so this is obviously a game for the long winter evenings when everyone else has gone out. A nice feature is that once you have given a task force an order to



move in a particular direction it will continue to do so until it receives a direct order to the contrary, or collides with something, so you cannot fall asleep playing this one!

When you are close enough to the enemy you can engage in combat; the silhouettes of the appropriate forces are displayed and battle commences, with the computer playing 'umpire' and ultimately deciding the outcome. Other features are mine laying and air reconnaissance of enemy forces. The game is won when (or in our case 'if') you reach the opponent's capital. This was the most expensive game at £9.95 and we feel that, although it offers good sport (and mind-bending potential) to the war-gaming fanatic and those bored by arcade and adventure games, it is too complicated to be easily mastered by youngsters.

Wizard War stands out from the others as the most original game in the review, even though it seems to be loosely based on the old 'stone, paper, scissors' game. You are cast as a wizard engaged in tests of strength against another wizard. In each round of the contest, each player must choose from a selection of four different spells randomly drawn by the computer from an armoury of 24.

Most of the offensive spells have either partial or full joystick control, and several factors can affect the success of your spell, apart from the kind of defence your opponent has put up. It even matters what colour the sun is! No wonder a 14-page illustrated 'spell book' is included!

Up to nine players can be accommodated, but if there are more than three players they are split into three teams with each player taking a turn at representing his group. Each team then takes it in turn to battle one of the other teams. This game is highly recommended as a more 'social' antidote to the loneliness of most arcade games.

In conclusion we must say that the general quality of the software was good, and it effectively exploited the potential of the Dragon.

Firm	Program	Cost	Value (1-10)
Apex 115 Crescent Drive South Brighton BN2 6SB	Arcade Action	£3.95	3
Microdeal Deal House Bridges Bodmin Cornwall PL30 5EF	Defense*	£8.00	8
Gem Software 22 Prestwick Drive Bishop's Stortford Hertfordshire CM23	Phantom Slayer	£8.00	10
M C Lothlorien 4 Granby Road Cheadle Hulme Cheadle Cheshire SK8 6LS	Monster Mine	£7.95	9
Romik Software 24 Church Street Slough SL1 1PT	Dragon Golf	£7.95	3
A&F Software 830 Hyde Road Manchester	Tyrant of Athens	£6.95	6
Salamander 17 Norfolk Road Brighton Sussex	Strategic Command†	£9.95	8
	Deadwood	£6.90	6
	Wizard War†	£7.95	10

*Requires one joystick

†Requires two joysticks

OPEN FORUM

Open Forum is for you to publish your programs and ideas. Take care that the listings you send in are all bug-free. Your documentation should start with a general description of the program and what it does and then give some detail of how the program is constructed. We will pay the *Program of the Week* double our new fee of £6 for each program published.

Rates

on Spectrum

The local authority rates, of which about 75 percent pay for education and the remainder other local services, usually go up by

far more than the rate of inflation each year. This program, although written for the Sinclair Spectrum, will run on most microcomputers with minor adaptation.

When you type in the program, enter in the data statements the values appropriate to your house as given by the *Rems*.

When you have entered the program, run it and you will know when the total you have paid in rates will equal what you paid for your house, and in what year your rate bill will equal or first exceed what you paid for your house. (Optionally at this point, complain to your MP.) Save the program on cassette. When you get your rate demand for the next year, add the rate per pound to the data line 80, and run the program again, and save it again on cassette. The prediction will be that much more accurate.

```
10 BORDER 1: PAPER 1: INK 7:
CLS
20 PRINT "Rates"
30 REM Enter here the rateab
le value of your house.
40 DATA 219
50 REM Enter here the first
year you paid rates.
60 DATA 1977
62 REM Enter here the cost p
rice of your house
64 DATA 28500
70 REM Enter here the rate p
er pound for each year, startin
g with the first. If there is
a revaluation, then scale earl
y years.
80 DATA 49.69,57.97,73.72,87
.70,99.1,113.1
100 DATA 0
200 RESTORE 80
210 READ RP: LET AVERAGE=0: L
ET ENTRIES=0
230 READ RP1
235 IF RP1=0 THEN GO TO 260
240 LET ENTRIES=ENTRIES+1: L
ET AVERAGE=AVERAGE+RP1/RP: REM
Average increase
250 LET RP=RP1: GO TO 230
260 LET AVERAGE=AVERAGE/ENTRI
ES
```

```
300 PRINT "YEAR", "RATES"
310 RESTORE 40: READ RV: READ
YEAR: READ PRICE: LET P=1: L
ET TOTAL=0
320 LET FLAG=0: LET FLAG1=FLA
G: RESTORE 80: FOR N=YEAR TO Y
EAR+49: REM Insert here the nu
mber of years required.
330 IF FLAG=1 THEN GO TO 350
340 LET RPL=RP: READ RP: IF R
P=0 THEN LET FLAG=1: LET RP=R
PL: GO TO 350
345 GO TO 360
350 LET RP=RP*AVERAGE
360 LET TOTAL=TOTAL+RP*RV/100
: PRINT N, PAPER P: INT (RV*RP/
100)
362 IF TOTAL>PRICE AND FLAG1=
0 THEN LET FLAG1=1: PRINT "Th
e total you have paid so far
in rates is more than you pa
id for the house."
364 IF RP*RV/100>PRICE AND P=
1 THEN LET P=2: PRINT "The an
nual rate bill now exceeds what
you paid for your house."
370 NEXT N: PRINT
```

Rates

by John de Riaz

Art & Circles

on Lynx

It took me some time to work out how to create circles on the Lynx, but the final effect was well worth the trouble. These

are good strong circles with glowing colour, and they display the colour and graphics of the Lynx with good effect. I prefer the display on a white *Paper*, but my son prefers it on *Black*. Either way it looks very good.

In Art we tried to imagine what a modern

artist might seek to do. The slight alterations in lines 130 to 150 develop a totally different pattern.

It is well worth experimenting with the basic circle formula — lines 30 to 90 in the Circles program — some of the effects are very good.

```
10 FOR J=0 TO 360 Step 1
20 MOVE 128,127
30 LET X=SIN(RAD(J))
40 LET Y=COS(RAD(J))
50 DRAW 128+X, 127+Y
60 INK RAND(6)+1

10 REM "CIRCLES"
20 CLS
30 MOVE 128,200
40 INK 2
50 FOR J=0 TO 100
60 LET X=SIN(J)*75
70 LET Y=COS(J)*75
80 DRAW 128+X, 128+Y
90 NEXT J
100 MOVE 128,175
110 INK 1
120 FOR J=0 TO 150
130 LET X=SIN(J)*50
140 LET Y=COS(J)*50
150 DRAW 128+X, 128+Y
160 NEXT J
170 MOVE 128,150
```

```
180 INK 4
190 FOR J=0 TO 120
200 LET X=SIN(J)*25
210 LET Y=COS(J)*25
220 DRAW 128+X, 128+Y
230 MOVE 128,225
240 INK 6
250 FOR J=0 TO 150
260 LET X=SIN(J)*100
270 LET Y=COS(J)*100
280 DRAW 128+X, 128+Y
290 END
```

```
10 REM "ART"
20 CLS
30 MOVE 128,200
40 INK 2
50 FOR J=0 TO 100
60 LET X=SIN(J)*75
70 LET Y=COS(J)*75
80 DRAW 128+X, 128+Y
90 NEXT J
100 MOVE 128,128
110 INK 6
```

```
120 FOR J=1 TO 100
130 LET X=SIN(J)*100
140 LET Y=COS(J)*75
150 DRAW 128+X, 128+Y*PI
160 NEXT J
170 MOVE 75,120
180 INK 1
190 FOR J=0 TO 150
200 LET X=SIN(J)*50
210 LET Y=COS(J)*50
220 DRAW 75+X, 75+Y
230 NEXT J
240 MOVE 150,222
250 INK 4
260 FOR J=0 TO 120
270 LET X=SIN(J)*25
280 LET Y=COS(J)*25
290 DRAW 150+X, 200+Y
300 NEXT J
310 END
```

Art and circles

by R White

Pothole

on Spectrum

In this program you, as a potholer, have to manoeuvre yourself down into a cave, avoiding the rocks which block your way. The program uses the Spectrum's *Attr* function to find out if you have hit the side

of the cave or a rock, and it also uses *Poke* 23692,255 to fool the Spectrum into scrolling.

Program notes

1-60 Sets up graphics
75-84 Prints screen display and scrolls
86-100 Moves man and checks if he has hit anything

1000-1120 Subroutine for when man has hit something
2000-2060 Instructions
9000 Data for graphics

Graphics notes

80: 32 inverse spaces, graphic B
84: Graphic A
1090: Inverse ((7 spaces) "YOU'RE DEAD HA HA" (7 spaces)), 32 inverse spaces
2020: Shift 0

```

1 RESTORE
2 BORDER 4
3 CLS
10 FOR n=0 TO 7
20 READ a: POKE USR "a"+n,a
30 NEXT n
40 FOR n=0 TO 7
50 READ b: POKE USR "b"+n,b
60 NEXT n
65 INPUT "Instructions? (y or n)";a$
66 IF a$="y" THEN GO TO 2000
70 LET k=10: LET p=11: LET sc=0
75 POKE 23692,255
80 PRINT AT 21,0; INK 3; "
21,k; BRIGHT 1; " " : IF RND>.
8 THEN PRINT AT 21,k+(INT (RND*4
)+1); BRIGHT 1; INK 0; "S"
81 PRINT
82 PRINT AT 0,0; "Score= ";sc
83 LET sc=sc+1
84 PRINT AT 10,p; BRIGHT 1; IN
K 1; "X"; AT 9,p; SCREEN$ (9,p)
85 IF INKEY$<>"S" AND INKEY$<>
"8" AND ATTR (11,p) <> 56 AND ATTR
(11,p) <> 123 THEN GO TO 1000
87 IF INKEY$="S" AND ATTR (11,
p-1) <> 56 AND ATTR (11,p-1) <> 123
THEN GO TO 1000
88 IF INKEY$="8" AND ATTR (11,
p+1) <> 56 AND ATTR (11,p+1) <> 123
THEN GO TO 1000
100 LET p=p+(INKEY$="8")-(INKEY
$="S")
110 LET o=INT (RND*3)+1
120 IF o=1 THEN LET k=k-1

```

```

130 IF o=3 THEN LET k=k+1
140 IF k<2 THEN LET k=2
150 IF k>26 THEN LET k=26
160 GO TO 75
1000 REM hit something
1010 FOR f=1 TO 100
1020 OUT 254,RND*255
1030 NEXT f
1040 FOR f=50 TO -50 STEP -2
1050 BEEP .005,f
1060 NEXT f
1070 CLS
1080 FOR f=0 TO 21 STEP 2
1090 PRINT AT f,0; "
1100 INPUT "Score= ";(sc); " , And
ther go (y or n)";a$
1110 IF a$="y" THEN CLS : GO TO
1
1120 STOP
2000 REM instructions
2010 CLS
2020 PRINT AT 0,11; "Pothole"; AT
0,11; OVER 1; "
2030 PRINT AT 3,1; "You are a pot
holer and you must"; AT 5,1; "try
to manoeuvre your man down"; AT
7,1; "inside a deep cave usings k
eys"; AT 9,1; "S for left and 8 fo
r right"; AT 11,11; "Good Luck!"
2040 FOR f=1 TO 100
2050 BEEP .05,RND: NEXT f
2060 PAUSE 0: CLS : GO TO 70
9000 DATA 24,90,60,26,24,36,66,0
64,188,132,130,65,130,122,4
9900 SAVE "Pothole" LINE 1

```

Pothole
by A Boyse

Twenty ones

on Dragon

My program is loosely based on pon-toon, the idea is to get as close to 21 as possible without exceeding it. On running the program you will be shown six cards face down; two cards will be turned over as you watch, the third card will remain face down. You are then given the option of placing a bet on your cards. After

placing a bet you are then asked if you want the third card. The bottom three cards will be played against you. Which-ever has the highest score, or if the dealer matches your score, wins.

Program notes

Lines
10 to 110 Set the variables
120 to 340 Draw the cards face down and the symbols at the bottom of the screen for the *Get* command
350 to 400 Select the six cards checking for dupli-cates

410 to 750 Puts the symbols according to the card value
760 to 880 Your score
890 to 1010 Takes your bets
1020 to end Dealer's score and finish

Variables

PT,P,P1 take care of your score
TV, VT, V dealer's score
D,DD select the card in play
Y,Z card position on the screen
ZZE JACK,QUEEN,KING Draw commands
GG cash in the bank
GT games played

```

10 CLS
20 PRINT @ 73,"TWENTY ONES"
30 PRINT @ 135;"BY JOHN JACKAMAN"
40 PRINT @ 172;"2/3/83"
50 SCREEN 0,1
60 DIM C(11,11):GG = 100:GT = 0
70 IF GG < 1 THEN 1220
80 GT = GT + 1:IF GT > 20 THEN 1250
90 PMODE 1,1:PCLS:D = 1:DD = 0:V = 0
100 VT = 0:P1 = 0:PT = 0:P = 0:TV = 0
110 RESTORE
120 FOR I = 25 TO 225 STEP 75
130 FOR J = 10 TO 90 STEP 80
140 COLOR 7,5
150 LINE(I,J) - (I + 50,J + 70),PSET,BF
160 FOR K = 4 TO 48 STEP 8
170 FOR L = 4 TO 70 STEP 8
180 PSET(I + K,J + L,5)
190 NEXT L,K,J,I
200 LINE(0,170) - (254,170),PSET
210 PAINT(1,1),6,7
220 LINE(0,170) - (254,170),PRESET
230 CIRCLE(31,180),4,8
240 CIRCLE(34,180),4,8
250 CIRCLE(32,183),4,8
260 DRAW"BM94,182:C7U1D1R8U1D1
L4U4R1L1D8"
270 CIRCLE(157,180),3,8
280 CIRCLE(160,180),3,8

```

```

290 CIRCLE(158,183),3,8
300 CIRCLE(158,178),3,8
310 CIRCLE(219,180),4,7
320 CIRCLE(223,180),4,7
330 CIRCLE(221,178),4,7
340 DRAW"BM216,182:C5R8L3C7D2"
350 CC(1,1) = RND(13):CC(1,2) = RND(4)
360 FOR I = 2 TO 6
370 CC(I,1) = RND(13):CC(I,2) = RND(4)
380 FOR J = 1 TO I - 1
390 IF CC(I,1) = CC(J,1) AND CC(I,2) = CC(J,2)
THEN 370
400 NEXT J,I
410 ON CC(D,2) GOSUB 440,450,460,470
420 N = CC(D,1)
430 GOTO 480
440 GET (27,176) - (39,186),C,G: RETURN
450 GET (153,175) - (165,185),C,G: RETURN
460 GET (153,175) - (165,185),C,G: RETURN
470 GET (214,175) - (226,185),C,G: RETURN
480 READ Z,Y
490 SCREEN 1,1
500 PLAY"P5"
510 PAINT(Z,Y),5,6
520 IF N > 9 THEN 560
530 NN = N/2:NN = INT(NN):NN = NN*2
540 IF NN < > N THEN N = N - 1:GOSUB 570
550 IF N < 1 THEN N = 1
560 ON N GOTO 760,740,70,720,70,

```

```

700,70,680,680,590,620,630,640
570 PUT (Z + 18,Y + 30) - (Z + 30,Y +
40),C,PSET
580 RETURN
590 COLOR 8,5:LINE(Z + 15,Y + 22) - (Z + 15,Y
+ 51),PSET
600 CIRCLE(Z + 30,Y + 36),9,8,2
610 GOTO 740
620 ZZE "C8R10L5D25G3L5H3U3"
:GOTO 650
630 ZZE "BR4C8R4F4D20G2NF3NH2
G2L4H4U20E4":GOTO 650
640 ZZE "C8D25U12E13G13F12"
:GOTO 650
650 LINE (Z + 18,Y + 22) - (Z + 18,Y + 22),PSET
660 DRAW ZZE
670 GOTO 740
680 PUT(Z + 18,Y + 50) - (Z + 30,Y +
60),C,PSET
690 PUT(Z + 18,Y + 10) - (Z + 30,Y +
20),C,PSET
700 PUT(Z + 34,Y + 30) - (Z + 46,Y +
40),C,PSET
710 PUT(Z + 2,Y + 30) - (Z + 14,Y + 60),C,PSET
720 PUT(Z + 2,Y + 50) - (Z + 14,Y + 60),C,PSET
730 PUT(Z + 34,Y + 10) - (Z + 46,Y + 20),C,PSET
740 PUT(Z + 34,Y + 50) - (Z + 46,Y + 60),C,PSET
750 PUT(Z + 2,Y + 10) - (Z + 14,Y + 20),C,PSET
760 IF DD > 0 THEN 1030

```

Continued on page 17

ASTROLOGY

truly AVAILABLE AT YOUR FINGERTIPS

USER PROMPTING PROGRAMS: merely key in birth information as requested by the computer — READ OUT (and/or PRINT OUT) what is normally the result of many hours of painstakingly tedious and complex mathematical calculations using tables, ephemeris, etc.

THE SIDEREAL TIME OF BIRTH.

THE ASCENDANT AND MIDHEAVEN in Sign, Degrees, Minutes and Seconds for EQUAL HOUSE SYSTEM.

THE SIGNS AND POSITIONS OF THE HOUSE CUSPS in Sign, Degrees, and Minutes for the PLACIDEAN SYSTEM.

THE SUN AND MOON POSITIONS in Sign, Degrees, Minutes and Seconds.

ALL THE PLANETS' POSITIONS in Sign, Degrees and Minutes.

THE LUNAR NODE — THE PART OF FORTUNE — THE VERTEX AND A HOST OF OTHER BIRTHCHART INFORMATION AT THE TOUCH OF A KEY.

ZX81 16K

ZODIAC I ONLY £10.00

ZODIAC II ONLY £8.00

GIVES YOU THE ASPECTS AND MIDPOINTS

FOR 48K SPECTRUM AND DRAGON 32

ZODIAC F

Full combined program on one cassette

FOR ONLY £15.00

Other programs in course of preparation include: PROGRESSING THE HOROSCOPE; RECTIFICATION OF THE BIRTH TIME, etc.

Send orders with cheque payable to:

STELLAR SERVICES

8 FIR TREE VALE, LEEDS LS17 7EY

Tel: (0532) 692770

SINCLAIR OWNERS READ THIS FROM



You've probably heard about MACHINE CODED PROGRAMS and thought "so what! How can they help me?" Well now you can find out and taste the very real difference by purchasing our latest MACHINE CODED programs. These emulate features of the most modern professional computers (12 years writing machine coded programs for IBM, ICL, UNIVAC and Sinclair means we know what we're talking about) Just read the specification and you'll see what we mean.

MACHINE CODE TEST TOOL

The ultimate professional tutor and debug program, we wrote this to help us write our own programs.

- TEST and display machine code instructions as they're written.
- IDEAL for both the novice and the expert
- FULLY documented with a 32 page tutorial
- HEXIDECIMAL conversion as standard
- CHARACTER GENERATOR — of unbelievable quality

Supplied free with the Spectrum version.

Available for the 16K ZX81 and 16/48K Spectrum.

SPECTRUM CHESS Dare you face The Turk

The original Turk was an eighteenth century automaton, a life-size mechanical figure resplendent in Turkish costume and seated behind a wooden cabinet on which a chess board and pieces were placed.

OCP now offer you the twentieth century equivalent of that Turk — a chess-playing computer program.

The Turk challenges you to a game of chess!

MANY OPTIONS INCLUDE:

- 5 LEVELS OF DIFFICULTY
- DEMONSTRATION MODE
- BOARD EDITOR
- GAMES PRINTOUT FACILITY
- BLITZ CHESS AGAINST THE CLOCK
- TWO PLAYER MODE
- UNFINISHED GAMES CAN BE STORED
- RECOMMENDED MOVE

FULL INSTRUCTIONS PROVIDED



ADDRESS MANAGER.....

Works on the 16K and 48K Spectrum, in 48K it will store, file, select and retrieve over 400 full addresses (over 1500 individual names); Dynamic Memory Management and compression techniques makes all this possible and there's a lot more.

- FULL SCREEN INPUT and EDITING — see it as a page as it happens with insert, delete and TAB Commands.
- MULTIPLE INDEXING — 3 way user-defined index enables you to define, catalogue, select and print entries as needed, (essential for the more sophisticated applications.)
- INSTANT RESPONSE — yes, this program is very very fast.
- SUPER FRIENDLY — crash-proof, extremely easy to use and efficient in a way that BASIC can never be.

MANY USES

- AT HOME — (storing addresses, printing out Xmas Card lists etc.)
- AT WORK — for mail-order work, internal telephone directory, sorting customers into types, areas, size you choose.
- CLUBS — print-out members list, sort different categories etc.

MACHINE CODE.. IT MAKES ALL THE DIFFERENCE.....

Post order to: Oxford Computer Publishing Ltd., P.O. Box 191, Oxford.

Please rush me: Address Manager at £8.95 each. [] Spectrum only.

Chess The Turk at £8.95 each. [] Spectrum only.

Machine Code Test Tool at £9.95 each.

Tick box for edition required: [] ZX81 [] Spectrum.

Send cheque, postal order or ACCESS No. to above address. Or telephone order with ACCESS No. to (0753) 888866.

NAME:

ADDRESS:

POSTCODE:

Available from most branches of W H SMITH and other retailers.



ZX SPECTRUM

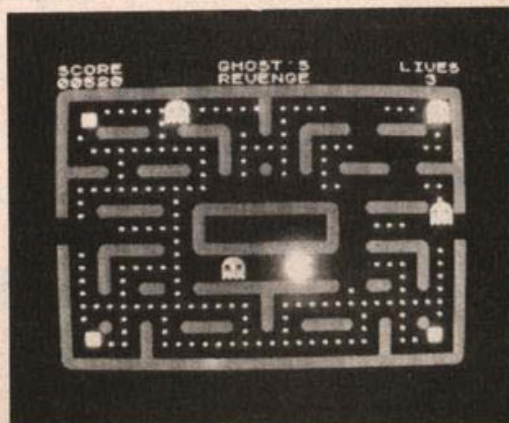
GHOST'S REVENGE

At last a maze-chaser game for the Spectrum that rivals the arcade original. Written in super fast machine code and featuring some of the best graphics, colours and sounds for the Spectrum. ★ Joystick or keyboard operation ★ Realistic gobble action in all 4 directions ★ Four intelligent ghosts that will chase or run from you ★ Pulsating power pills that change the ghosts' colours ★ Eat the running ghosts for 400, 800, 1200, 1600 bonus points ★ Skill level selection enables both beginners and experts to play ★ Harder levels feature invisible mazes ★ Full sound effects, tunes and top score.

DESPATCHED BY 1ST CLASS RETURN POST

ONLY £5.95

including 1st class
post, packing



Post coupon now to: MICROMANIA SOFTWARE, 14 Lower Hill Road, Epsom, Surrey KT19 8LT.

Please rush me

☐ copies of GHOST'S REVENGE @ £5.95

I enclose cheque/PO/cash for £

Sorry no credit cards.

NAME

ADDRESS

Micromania

P.C.W.K.

OPEN FORUM

```

770 P = CC(D,1):IF P > 10 THEN P = 10
780 PT = PT + P
790 IF P = 1 THEN P1 = 10
800 IF PT = 21 THEN GOTO 1020
810 IF PT + P1 = 21 AND D = 2 THEN G =
    25:GOTO 1200
820
830 IF PT > 21 THEN 1180
840
850 IF D < 2 THEN D = D + 1:GOTO 410
860 IF D = > 3 THEN 1020
870 DATA 25,10,100,10,175,10,25,90,
    100,90,175,90
880 PLAY"P1P1":CLS
890 PRINT"GAME":GT"OF 20 GAMES"
900 PRINT @ 130,"YOU HAVE";GG;"IN THE
    BANK"
910 PRINT
920 PRINT"YOUR CARDS TOTAL";PT
930 IF P1 = 10 THEN PRINT"INCLUDING THE
    ACE";PT + P1
940 PRINT STRING$(32," ")
950 PRINT @ 289,"YOU'VE SEEN THE CARDS

```

```

HOW MUCH DO YOU WANT TO GAMBLE"
960 PRINT
970 INPUT"";G
980 PRINT
990 PRINT"IF YOU WANT THE THIRD CARD
    PRESS T OTHERWISE PRESS THE SPACE
    BAR"
1000 Q$ = INKEY$:IF Q$ = "" THEN 1000
    1010 IF Q$ = "T" THEN D = D + 1:GOTO 410
    ELSE READ Z,Y
1020 IF DD = 0 THEN DD = 1:D = D + 1:GOTO 410
1030 DD = DD + 1:V = CC(D,1)
1040 IF PT + P1 = < 21 THEN PT = PT + P1:P1 =
    0
1050 IF V > 10 THEN V = 10
1060 TV = TV + V
1070 IF V = 1 THEN VT = 10
1080 IF TV + VT = 21 THEN 1140
1090 IF TV = > PT AND TV = < 21 THEN 1140
1100 IF TV + VT < 21 AND TV + VT > PT THEN
    1140
1110 IF TV > 21 THEN 1200
1120 D = D + 1

```

```

1130 IF DD > 3 THEN 1200 ELSE GOTO 410
1140 PLAY"P1P1":CLS:PRINT @ 258,"YOU LOSE
    ";GG = GG - G
1150 IF TV + VT = < 21 THEN PRINT TV + VT;
    ELSE PRINT TV;
1160 PRINT"PLAY'S";PT
1170 GOTO 70
1180 PLAY"P1P1":CLS:PRINT @ 258,"YOU
    WIN";G2:"E":GG = GG + (G * 2)
1210 GOTO 1270
1220 CLS:PRINT @ 235,"GAME OVER"
1230 PRINT @ 293,"YOU ARE OUT OF MONEY"
1240 GOTO 1270
1250 CLS:PRINT @ 235,"GAME OVER"
1260 PRINT"YOU WON";GG;"E"
1270 END

```

Twenty-ones
by John Jackaman

Cat & Mouse

on Vic20

This is a program for the unexpanded Vic.
You are a mouse at the left of the maze
and the object is to get out of the other side
without getting eaten by the hungry cat.
The mouse is moved by using F1,F7,Z
and C.

```

100 P=RND(-TI):PC=0:MC=0:D=0:M=0:T=0:S=0
110 SP=32:SS=96:WC=160
120 IN=197
130 CC=102:C=81
140 TP=7680
150 C$=" "
160 DEFNPK(X)=TP+V*44+H*2
180 DINT(3),M(100)
190 S1=32:S2=32:AS=128
195 HM=9:VM=10
196 GOSUB2000
200 GOSUB1000
210 PRINT"COUNTDOWN:5";:TT=TI:D=5
220 IFT1-TT<60THEN220
230 PRINT" ";:IFD=0THEN250
240 D=D-1:POKETP+11,D+48:TT=TI:GOTO220
250 PRINTC$
260 T=0:M=0
300 IFTHENT=0:GOTO360
310 T=1:MC=MC-1:IFMC<0THENMC=3
320 D=PEEK(PC+T(MC))
330 IFD=SPORD=S1ORD=CTHEN360
340 IFMC<3THENMC=MC+1:GOTO320
350 MC=0:GOTO320
360 POKEPC,SP:PC=PC+T(MC):POKEPC,CC
370 IFP=PCTHEN700
400 FORF=1TO5:GOSUB500:NEXT
410 POKEP,SP:P=P+M:IFPEEK(P)=WCORP=
    BETHENP=P-M:M=0
420 IFP=PCTHEN700
430 POKEP,C
440 IFP=0HOTHEN300
450 GOTO600
500 D=PEEK(IN)
510 M=0
520 IFD=63THENM=22:RETURN
530 IFD=33THENM=-1:RETURN
540 IFD=34THENM=1:RETURN
550 IFD=39THENM=-22:RETURN
560 RETURN
600 T(0)=1:T(2)=-1:T(0)=S=1
610 FORF=0TO29:NEXT:POKEP,32
620 IFPEEK(P+T(S))*WCTHEN660
630 IFP+T(S)=BETHEN660
640 IFT=3THENZ$=" ":GOTO800
650 T=T+1:S=S+1:IFS=4THENS=0
660 P=P+T(T):POKEP,C:GOTO610
700 PRINT" ";TAB(HM);"YUM YUM"
710 FORF=0TO300:POKEP,C:POKEP,CC:NEXT
720 PRINT"BURP!":GOSUB2100
730 IFMT=1THENFORF=0TO799:NEXT:GOTO760
740 FORF=TPT08163:IFPEEK(P)=S1THENPOKEP,SP
750 NEXT

```

```

900 T=0
910 GETT$:IFT$<" "THEN960
920 IFT=0THENPRINT" ";:GOTO940
930 PRINTZ$;
940 PRINT" ";:T=1-T
950 FORF=0TO199:NEXT:GOTO910
960 IFT$="N"THENPRINT" "END
970 IFT$=CHR$(13)THENGOSUB2500:GOTO200
980 IFT$="Y"THEN190
990 GOTO920
1000 REM DESIGN MAZE
1200 PRINT" ";FORF=0TO2*VM
1210 PRINTLEFT$( " ",2*HM+3):NEXT
1220 H=INT(HM*RND(1)+1):V=INT(VM*RND(1)+1)
1230 P=FNP(X):M=0
1300 POKEP,S2:T=0
1310 IFPEEK(P-44)=WCTHEN(T)=-22:T=T+1
1320 IFPEEK(P-2)=WCTHEN(T)=-1:T=T+1
1330 IFPEEK(P+44)=WCTHEN(T)=22:T=T+1
1340 IFPEEK(P+2)=WCTHEN(T)=1:T=T+1
1350 IFT>1THEND=T(T*RND(1)):M(M)=P:M=M+1:
    POKEP,D,S1:P=P+2*D:GOTO1300
1360 IFT=1THEND=T(0):POKEP,D,S1:P=P+2*D:
    GOTO 1300
1400 IFM=0THEN1500
1410 M=M-1:P=M(M)
1420 IFPEEK(P-44)+PEEK(P-2)+PEEK(P+44)
    +PEEK(P+2)=ASTHEN1400
1440 GOTO1300
1500 V=INT(VM*RND(1))+1:H=HM:HO=FNP(0)
    +1:POKEHO,SS
1510 V=INT(VM*RND(1))+1:H=1:BE=FNP(0)-1:
    POKEBE,SS
1520 P=BE+1:POKEP,C
1530 PC=HO-1:POKEPC,CC:MC=INT(RND(1))*4
1540 T(0)=1+(RND(1)<.5)*2
1550 T(1)=22:T(2)=-22:T(2)=T(0)*-1
1590 RETURN
2000 POKE36879,252
2001 PRINT"XXXXXXXXXXXXXXXXXXXXCAT & MOUSE"
    FORX=1TO1500:NEXT
2002 PRINT"GUIDE THE MOUSE":PRINT"THROUGH
    THE MAZE":PRINT"BEFORE THE CAT EATS IT"
2003 PRINT"MOVE THE MOUSE USING "-"":PRINT"
    F1-UP F7-DOWN"
2004 PRINT" 2-LEFT C-RIGHT"
2005 PRINT"XMPRESS * TO START"
2006 GETT$:IFTT$=""THEN2006
2010 INPUT"XINPUT SPEED(1-5)";S
2020 PRINT"X1.ORDINARY":PRINT"2.JAILBREAK":
    PRINT"3.HAYFEILD"
2030 INPUT"XINPUT MAZE TYPE";QQ
2040 IFQQ=1THENS1=SP:S2=SP
2050 IFQQ=2THENS1=224:S2=SP
2060 IFQQ=3THENS1=224:S2=224
2070 POKE36879,27:RETURN
2100 FOREE=1TO30
2105 POKE36878,15
2120 POKE36874,111+(EE*4)
2130 POKE36874,0:NEXT
2000 RETURN

```

Cat and Mouse
by Malcolm Forbes

NEW SPECTRUM AND ZX81 SOFTWARE

"WINGED AVENGER"

Fast and furious. SPECTRUM version has SOUND and USER GRAPHICS. 7 LEVELS, 3 WAVES, MOTHER SHIP, HIGH SCORE, RE-FUELLING, RAPID FIRE, SMART BOMBS and LASER SHIELD. PCW "ONE OF THE BEST SINCLAIR GAMES YET". Only £4.50. All SPECTRUM + 16K ZX81.

"SPECTRUM SCRAMBLE"

MORE M/CODE ARCADE ACTION. "SO GOOD THE REVIEWERS DIDN'T REACH THE FINAL STAGE" (NOT BAD EH!!). NO LESS THAN 8 DIRECTIONAL KEYS for a SMOOTH MOVE. Full ARCADE features including, LASERS, BOMBS, INSTANT RESPONSE, CONTINUOUS SCORING, ROCKETS, SOUND, FUEL DUMPS, RED METEORS, DEFENDER CRAFT and HIGH SCORE. Beware CONDITION RED. With this one you MOVE, FIRE and BOMB AT THE SAME TIME. RELEASE PRICE OF £4.95. 16K or 48K SPECTRUM.

"DO NOT PASS GO"

NOW THE 48K SPECTRUM VERSION IS READY

A COMPLETE SIMULATION of the BEST SELLING BOARD GAME, you know PARK LANE and all that. Up to SIX PLAYERS can compete with the MICRO doing all the WORK. Acts as DICE THROWER, BOARD, RENT COLLECTOR, UMPIRE, BANK, RULE BOOK, ACCOUNTANT and PROPERTY RECORD. SUPER GRAPHICS by Gary Kennedy (thanks mate). GAME SAVE with winner so far report. COMPLETE with INSTRUCTION BOOKLET. The ULTIMATE in FAMILY GAMES. Don't MONOPOLISE YOUR MICRO. AMAZE all your friends and family. (Can you see your GRANNY on a MICRO?) ONLY £6.95. 16K ZX81 VERSION ALSO £6.95.

"BASE INVADERS"

The ONLY ARCADE GAME EVERYBODY SHOULD HAVE. The SCREEN'S the same, THE INVADERS are the same, BUT you get a SHIELD and a CHOICE of THREE SPEEDS, (O.K., FAST or INCREDIBLE). GOOD SOUND, a HARD GAME, and GREAT GRAPHICS. COMPLETE your software collection for just £4.50. 16K and 48K SPECTRUM only.

"AUDIO SONICS"

WINNER of WIZZ KID 82. For the SPECTRUM. A.S. writes sound effects for your own programs. 26 PRE-SELECTED SOUND EFFECTS include TELEPHONE, POLICE SIREN, FROG, SPACE EFFECTS and OUTBOARD MOTOR. GO into MODIFY and you are presented with a display of SLIDER CONTROLS to adjust PITCH, RISE, FALL, BRISKNESS, DECEL, ACCELL, TONE, REPEAT RATE, STUTTER and DELAY. ADJUST the SLIDERS then INSTANTLY hear the SOUND CREATED. Call "THE SOUND ONE" and a program line will appear that is ready for insertion into your own programs. Hours of EXPLORATION. YOU WILL BE AMAZED what BEEP can DO. We are proud to offer this at £4.99. 16K or 48K SPECTRUM.

"SPECTRUM RENUMBER DELETE"

All M/CODE RENUMBERS ALL NOT PART. "YOU WON'T BUY A BETTER RENUMBER PROGRAM FOR THE SPECTRUM" JUST 600 BYTES. At £4.95. ALSO ZX81 VERSION.

"HIGH NOON"

When YOU'VE SAVED the GALAXY, SCRAMBLED or whatever else you do on your MICRO, what about a GUNFIGHT? Play the SPECTRUM or YOUR PALS, THREE LEVELS. FULL FEATURES, CACTI, COFFINS, WAGONS, RAPID or SINGLE SHOTS. SUPERB GRAPHICS. GOOD SOUND including DEATH MARCH. ESCAPISM on TAPE for JUST £4.50.

"DISPLAY"

Takes over when BIN and the DEMO tape left off. How would you like 273 different user defined GRAPHICS on a 16K SPECTRUM or a GRAND 336 for a 48K. All of these can be displayed on the screen at the SAME TIME. UDGs are stored as PAGES and any TWO PAGES may be exchanged in memory. FILES can be LOADED FROM or SAVED TO TAPE. LOAD into any page location. TURN a UDG 1/4 turn, 1/2 turn, FLIP a SHAPE over, REVERSE a SHAPE, EXPAND 1/4 of a CHARACTER into a full character, UP, DOWN, LEFT or RIGHT by one PIXEL. 5 SHAPE FILES are included on TAPE. INCLUDING a 64 CHARACTERS per LINE DISPLAY. COMPLETE with DEMO PROGRAM and INSTRUCTIONS. JUST RELEASED at £7.00. 48K or 16K SPECTRUM only.

"YAHTZI"

Up to six players allowed. Plays the classic dice game of strategy. All-electric scorepad complete with Garry's "Chunky Look" character set. All cheating and errors rejected by your electronic umpire. Up-date your games cupboard for £5.50. 48K only.

"MATCALC"

For BUSINESS and PROFESSIONAL use. Ideal for WHAT IF situations, CASH FLOW FORECASTS and analysing RELATED figures. 64 character display option. FORMULA may be MATHEMATICAL or LOGICAL. MENU of FUNCTIONS. SAVE and LOAD DATA to TAPE. FULL instructions included. LITERALLY HUNDREDS of USES. BOTH 48K and 16K SPECTRUM PROGRAMS on ONE TAPE. JUST £7.00. EXCELLENT VALUE.

"PROGRAMMERS DREAM"

A SPECTRUM TOOLKIT. Position independent and just 1450 BYTES. Facilities RENUMBER lines or blocks any increment or start. BLOCK OR LINE MOVE including a RENUMBER into place if required. BLOCK OR LINE ERASE. CHANGE SELECTED STRINGS (NAMES OR CONTENTS). DUMP variable names and values (usable in a loop). DISPLAY PROGRAM or PROGRAM plus VARIABLE SIZE. INSTANT and CLEAN. JUST £6.95 with explicit instructions.

SPECTRUM AND DRAGON PROGRAMS WANTED

WORK FORCE

140 WILSDEN AVENUE, LUTON, BEDS, ENGLAND
ALSO AVAILABLE AT BUFFER, MICROWARE AND SOFTWARE SUPERMARKET.
REM WORK FORCE WORKS HARDER.

DRAGON 32 NEW FROM

TROJAN "SPACE TREK"

Space Trek is an absorbing space wars game in real time which can be played in any of four levels. Special features include: Onboard battle computer, long-range galaxy scanning, a galaxy containing 100 quadrants, impulse and warp drive speeds, shield control and status reports.

THE TROJAN LIGHT PEN

PLUGS INTO JOYSTICK PORT
SUPPLIED WITH CASSETTE OF INSTRUCTIONS
A SIMPLE-TO-USE DEVICE FOR MICRO FANS

REVERSI

THE CLASSICAL GAME WRITTEN IN HIGH RES WITH COLOUR AND SOUND. 4 LEVELS OF PLAY, SUITABLE FOR ALL AGES

Send to: **TROJAN PRODUCTS, Dept PCK
166 DERLWYN, DUNVANT
SWANSEA, WEST GLAM SA2 7PF**

Please send:
SPACE TREK ☐ I enclose cheque/PO for £7.50
LIGHT PEN ☐ I enclose cheque/PO for £10.00
REVERSI ☐ I enclose cheque PO for £5.50

All prices include post and packing

MR/MRS.....
ADDRESS.....

Micron

FOR MICROCOMPUTERS

Serving Sheffield and North Derbyshire, we stock an expanding range of software from BUG-BYTE, QUICKSILVA, SALAMANDER, SILVERSOFT, ARTIC, NEW GENERATION, WORKFORCE, DK'TRONICS, MELBOURNE HOUSE, PSION, DRAGON DATA and many more.

ALSO BOOKS, KEYBOARDS, GRAPHIC ROMs, LIGHT PENS, RAM PACKS, PRINTERS and other hardware for ZX81, Spectrum, VIC and Dragon.

Our range of machines at present includes: ZX81, SPECTRUM 16/48K, DRAGON 32, ORIC 48K, VIC20, CBM 64 ALL AT COMPETITIVE PRICES.

*Why not pay us a visit or phone
for our prompt mail order service*

**MICRON AUDIO LTD
172 BASLOW ROAD, TOTLEY
SHEFFIELD, SOUTH YOKS S17 4DR
Telephone (0742) 360295
CLOSED ALL DAY MONDAY**

OPEN FORUM

Garden

on Spectrum

Everything in the Spectrum Garden is coming up roses till the arrival of THEM!

This short program demonstrates the Spectrum's picture making ability from a set routine. The constant use of *Rnd* in

Plot, *Draw*, *Print* and *Ink* colour selection ensures a measure of informality and absence of geometric lines.

Line 3 produces two new graphic characters *Poked* into *Udg Chr\$* 144 and 145 from the *Data* in line 4 and subsequently *Printed* in the endless loop of line 13. To ensure the screen is not completely filled these *Chr\$* are randomly overprinted with

Chr\$ 128 — a blank space. This is done economically by moving the print cursor — *Chr\$* 8 to backspace or *Chr\$* 9 to cursor up, immediately the graphic characters are *Printed*.

The *Rem* statements show where the plants and flowers *Drawing* routines begin. Try resetting the *Border* and *Paper* colour to 0 for maximum colour effect into line 5.

```

1 REM Garden © Maurice Gavin
2 REM #make UDG from CHR$ 144
3 FOR f=0 TO 1: FOR n=0 TO 7:
READ X: POKE USR CHR$ (144+f)+n
,x: NEXT n: NEXT f: RESTORE
4 DATA 6,143,21,110,110,21,14
3,6,66,60,24,36,90,219,219,102
5 BORDER 6: PAPER 6: CLS
6 REM #draw plants
7 FOR n=10 TO 245 STEP 3
8 INK 4: PLOT n,0: DRAW AND#2
0-10,AND#100: NEXT n
9 REM #draw flowers
10 FOR n=1 TO 10: INK AND#4+1:
PLOT n#20+AND#20,30+AND#100
11 DRAW 20,10,500: NEXT n
12 REM #print "THEM !" (UDG)
13 PRINT INK AND#6;AT AND#15,R
ND#30;CHR$ (144+AND#1);CHR$ (8+R
ND#1);CHR$ 128: BEEP .01,-40+AND
#80: GO TO 13

```

Garden
by Maurice Gavin

Screen Print

on ZX81

This is a 42 byte machine code program for the expanded ZX81, it is designed to reside in a *Rem* statement in line 1 of the *Basic* program area, a disassembled listing is provided.

The function of Screen print is to dump the contents of the display file into a series of 22 *Print* statements, each one 32 characters in length. These statements should be in consecutive program lines, beginning directly after the *Rem* at line 1.

To set up the machine code, first enter the machine code loader as shown, and

Run it. After the error report appears, lines 20 to 60 can be deleted, and the 22 lines (each of the form (line no.) *Print* "(32 spaces)") entered.

This program can now be used as a subroutine in a larger 'sketchpad' type program, it is executed by the line '*Rand* *usr* 16514'.

PROGRAM OF THE WEEK

```

4082 LD HL,40AC
4085 LD A,F5
4087 LD BC,0100
408A CPIR
408C RET PO
408D LD A,(HL)
408E CP 0B
4090 JR NZ,F8
4092 INC HL
4093 EX DE,HL
4094 LD HL,(400C)
4097 INC HL
4098 LD BC,1620
409B PUSH BC
409C LD B,0
409E LDIR
40A0 POP BC
40A1 DEC B
40A2 RET Z
40A3 PUSH BC
40A4 LD B,8
40A6 INC DE
40A7 DJNZ FD
40A9 INC HL
40AA JR F2
21 AC 40
3E F5
01 00 01
ED B1
E0
7E
FE 0B
20 F8
23
EB
2A 0C 40
23
01 20 16
C5
06 00
ED B0
C1
05
C8
C5
06 08
13
10 FD
23
18 F2

```

```

1 REM EEEEEEEEEEEEEEEEEEEEEEEEEEE
EEEEEEEEEEEEEEEEEEEEEEEEEEEEEE
10 LET A$="21AC403EF5010001EDB
1E07EFE0B20F823EB2A0C4023012016C
50600EDB0C105C8C506081310FD2318F
2"
20 LET X=16514
30 POKE X,16#CODE A$+CODE A$(2
)-478
40 LET X=X+1
50 LET A$=A$(3 TO )
60 GOTO 30

```

▲ The Hex Loader

◀ Screen Print: disassembled listing

Screen Print
by Stephen Hughes

Sketchpad

on ZX81

First of all you are asked which character you wish to draw with. Then using the arrow keys, 5,6,7 and 8, you draw in the direction wanted. If you wish to change the character you are drawing with, pressing the S key will ask you for the new one, which you enter and press newline.

If, for any reason, you make a mistake, pressing the R key will enable you to rub-out. After pressing R you control where you rub-out using the arrow keys. The arrow keys will continue to act as rubbing out keys until you press S, where-

upon you input the character you wish to draw with.

If you lose your place (eg, backtracking, rubbing out, etc) press the key marked P!! Don't give up and start again. When you press the key, a black square will appear for a few seconds, showing your position.

If you want to scrub your drawing and start again, pressing G will do just that. Sketchpad will run on a 1K ZX81, but you may experience problems when drawing a border round the screen due to lack of memory.

```

1 CLS
2 LET A=0
3 LET B=0
4 INPUT A$

```

```

10 PRINT AT A,B:A$
30 IF INKEY$="5" AND B>=0 THEN LET B=B
-1
40 IF INKEY$="8" AND B<=20 THEN LET B=
B+1
50 IF INKEY$="6" AND A<=20 THEN LET A=
A+1
60 IF INKEY$="7" AND A>=0 THEN LET A=A
-1
70 IF INKEY$="R" THEN GOTO 300
80 IF INKEY$="S" THEN INPUT A$
90 IF INKEY$="P" THEN GOTO 200
100 IF INKEY$="G" THEN RUN
110 GOTO 10
200 PRINT AT A,B;"inverse space"
210 PAUSE 100
220 PRINT AT A,B;" "
230 GOTO 10
300 LET A$=" "
Sketchpad
by Gordon Cameron
310 GOTO 10

```


Timer

on Vic20

After running the program type in the correct time. The program will detect any error. Then choose one of the three possibilities it offers:

* (1) Vic will display the time in hours and minutes. Press 'a' to get minutes and seconds.

★ (2) Select the time for the timer and its running!

★ (3) Select the time for the alarm to ring. At the time you chose you will hear a melody.

At any moment you can come back to menu by pressing 'm'.

Program notes

0-14	Introduction and Menu
15-190	DATAs containing the numbers
191-1000	Time
1000-1200	Alarm
1200-	Timer

```

0 PRINT"TIMER/ALARM CLOCK "" CYRIL AUBRY"
1 PRINT"FRANCE ":FORSU=1TO5000:NEXT SU
2 DIM A$(97):FOR V=0 TO90STEP10:FOR X=1TO 7:READ A$(X+Y):NEXTX,Y:PRINT"
3 PRINT" WHAT TIME IS IT ?"
4 PRINT"***** ERROR *****"
5 INPUT" HMMSS";HM$
6 IF LEN(HM$)<6THEN 4
7 HM=VAL(LEFT$(HM$,2)):IF HM>23THEN4
8 HN=VAL(MID$(HM$,3,2)):IF HN>59THEN4
9 HL=VAL(RIGHT$(HM$,2)):IF HL>59THEN4
10 TI$=HM$:PRINT"WHAT DO YOU WANT?"
11 PRINT:PRINT:PRINTTAB(4)"CLOCK.....1":PRINTTAB(4)"TIMER.....2"
12 PRINTTAB(4)"ALARM.....3":PRINT"***** TYPE IN THE NUMBER"
13 GET J$:IF J$="" THEN13
14 IF J$<>"1"ANDJ$<>"2"ANDJ$<>"3" THEN13
15 M=VAL(J$)
16 ON M GOTO 191,1200,1000
1000 DATA"*****"
1200 DATA"*****"
1300 DATA"*****"
1400 DATA"*****"
1500 DATA"*****"
1600 DATA"*****"
1700 DATA"*****"
1800 DATA"*****"
1900 DATA"*****"
191 PRINT"TAB(2)"TYPE IN":PRINTTAB(2)"M..MENU":PRINTTAB(2)"A..HM/MS"
193 POKE 7910,102:POKE 7998,102:P1=38630:P2=38718:POKEP1,4:POKEP2,4
290 PRINT"
400 O=1:P=3:K=4:L=6
490 N=-5
491 GOSUB 1750 :T5$=STR$(T5):T6$=STR$(T6):T7$=STR$(T7):GOSUB2010
492 IFTE=1THENPRINT"*****TIMER:";T5$TAB(L0+8)T6$TAB(LA+11)T7$TAB(L0+8)LA=0
493 POKE P1,4:POKE P2,4
494 IF TI-T<60 THEN H=H+(60-TI+T)/.07
495 T=TI
496 FOR X=1 TO H:NEXT
497 IF VAL(TI$)>=50 AND AL=1 THEN GOSUB 1100
498 IF INT(TI/60)-T1=TM AND TE=1 THEN GOSUB1100
499 POKE P1,1:POKE P2,1
500 FOR S=0 TO K
505 IFN=5 THEN N=N+2
510 N=N+5:PRINT"*****"
515 T(S)=VAL(MID$(TI$,S,1))
516 GET A$:IF A$="A" THEN I=O:O=P:P=I:J=K:K=L:L=J
518 IF A$="M" THEN 10
520 FOR W=1 TO 7
530 PRINT TAB(N)A$(T(S)*10+W)
540 NEXTW,S
600 GOTO490
1000 PRINT"INPUT "HMMSS (ALARM) ";S0$:S0=VAL(S0$)
1010 IF VAL(S0$)=0 THEN1000
1020 AL=1:GOTO 191
1100 POKE 36878,15
1110 FOR DU=1 TO 50
1120 POKE36875,200+DU
1122 FOR DE=1 TO 20:NEXT DE
1125 POKE36875,0
1130 FOR F=1 TO DU :NEXT F,DU
1135 IF TE=1 THEN PRINT"*****"
1140 IF AL=1 THEN PRINT"*****"
1200 INPUT"TIMER (HMMSS)";TM$
1250 IF VAL(TM$)=0 THEN 1200
1300 TE=1:T1=INT(TI/60):T4$=TM$:T2=TI
1500 T7=VAL(MID$(T4$,5,2))
1600 T6=VAL(MID$(T4$,3,2))
1700 T5=VAL(MID$(T4$,1,2)):TM=T5*3600+T6*60+T7:GOTO191
1750 IFT7=0 AND T6=0 ANDT5=0 THEN RETURN
1760 IF T7=0 THEN1850
1770 T3=1:IF INT((T1-T2)/60)>2 THEN T3=INT((T1-T2)/60)
1800 T7=T7-T3:T2=TI:IF T7>-1THEN RETURN
1850 T7=59
1860 IFT6=0 THEN1950
1900 T6=T6-1:IF T6<-1THEN RETURN
1950 T6=59
1960 IFT5=0 THEN RETURN
2000 T5=T5-1:RETURN
2010 IF T6<10 THEN L0=1
2020 IF T7<10 THEN LA=1
2030 RETURN

```

Timer
by C. Aubry

Timer
by C Aubry

THE SRC 16
The first cartridge to consider for your VIC 20

- It's a direct replacement for the Commodore 16K RAM cartridge but it's no ordinary cartridge
- It has space for the 40 column ROM or a programmer's toolkit ROM
- It has space for a cartridge slot, accepting any Commodore cartridge
- It has space for an extra 16K bytes of RAM, making a total of 37½K (28159 bytes free for basic, 8192 bytes for machine code or game simulation)
- It's part of a complete system including motherboard, Eprom programmer, 16 bit second processor, etc. and is available at many computer stores and in most European countries
- It's designed, manufactured and fully guaranteed for 6 months by:

STL

COMPUTERS PERIPHERALS MICROPROCESSOR DEDICATED SYSTEMS
Tel: (0702) 618144/613081 Trade Name: AUDIO COMPUTERS
87 Bournemouth Park Road Southend-on-Sea Essex SS2 5JJ England

**IF YOU'VE ALREADY GOT A SINCLAIR RAM PACK,
ALL IS NOT LOST!**

The Fix-A-Ram offer is for you.

The *Sinclair Ram Pack* is attached to the computer by a small contact area, as shown in figure 1.

We have designed what is much needed: a *plastic sleeve*, which is sandwiched discreetly between the Ram Pack and the computer, called the *FIX-A-RAM* (see fig. 2).

RESULT: a perfect match and stability.

STOP THE RAMPACK WOBBLING

£0.50

for only **20.50**
post and packing included



Fig. 1



Fig. 2

IF YOU'RE LOOKING FOR A 16K RAM PACK,



**The
Special
Ram pack
is for you!**

**THE MOST PRACTICAL
SYSTEM FROM:**

£ 19.95 ONLY.

- It's a direct replacement for the Sinclair Ram Pack, but it's no ordinary Ram Pack!
- It has space for a ROM, either for games or more serious applications such as electronic spreadsheet etc. . . .
- It has space for the X-ROM CARD
- It has space for a keyboard sounder
- It doesn't wobble!

Available from Solidisk Technology Ltd. at the above address.

THE MOST PRACTICAL
SYSTEM FROM:

£ **19** ⁹⁵

ONLY.

SINCLAIR ZX 81 EXPANSION SYSTEM

87 Bournemouth Park W
Southend-on-Sea, Essex

Item	Qty	Price Inc VAT	Total
RAM for Sinclair Ram Pack		£ 0.50	
RAM PACK		£19.95	
Sounder		£ 2.50	
ROM		£10.00	
Access		£ 1.00	
Access, Barclay account:			

*Please delete/complete
 as applicable
 *I enclose a cheque/
 P.O. payable to:
**SOLIDISK
 TECHNOLOGY
 LTD**
 for: £ —

THE INVASION HAS BEGUN

The assault on your senses has begun with a great choice of games that have been created to give you a real challenge!

ARCADIA

SCHIZOIDS

the name of the game especially created to be the fastest, most addictive shoot 'em up game you've ever desired. Wave after wave of loathsome and deadly aliens billow hypnotically towards the fighter with deadly intent. But there you have dual an Ion Thrust Drive h

ZX SPECTRUM 100% playable

VIC

Any of these games for just

£5.50
EACH

including first class post, packing, VAT and an UNCONDITIONAL LIFETIME GUARANTEE

When you buy Imagine Software you buy it for life. If an Imagine Software product EVER fails to load first time simply return it to Imagine for an instant free replacement. **All orders despatched by first class post within 24 hours of receipt.**

Why not put a first class stamp on your envelope and you will receive your order within 3 days of posting. Available from all good software outlets.

dealership enquiries contact: Mark Butler

Post coupon now to Imagine Software, Masons Buildings, Exchange Street East, Liverpool, Merseyside L2 3PN.

Please rush me copies of (tick box)

☐ Arcadia ☐ Schizoids ☐ Arcadia ☐ Wacky Waiters
(for any ZX Spectrum) (for any Commodore VIC-20)

Please debit my Access/Barclaycard (delete as necessary)

Card Number

I enclose Cheque/PO for £

Name

Address

PWK2



SUPERFAST CREDIT CARD SALES LINE:

051 236 6849 (24hrs)



Imagine Software, Masons Buildings, Exchange Street East, Liverpool, Merseyside L2 3PN.

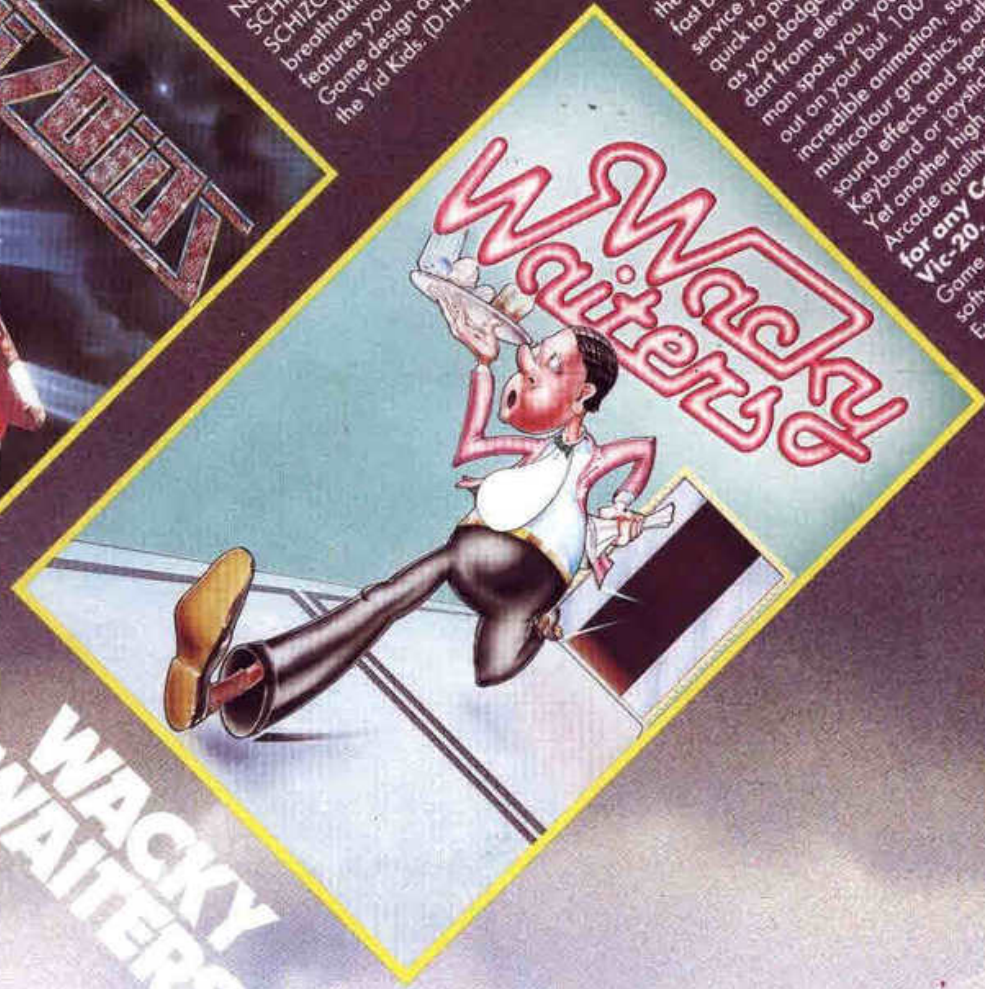
fastest, meanest, most vicious game ever. Give other wave of the most...
 ...towards your space...
 ...towards your space...
 ...towards your space...

SPECTRUM (16K or 48K)
 100% machine code with 12 different alien types, smooth hi-res multicolour graphics and animation, narrow playfield and joystick.
 Game design and software by D. H. Lawson.

for any ZX SPECTRUM.
 It's my own fault, I even volunteered. I thought that with the space-dozzer and its shovel and skyhook...
 ...the galaxy's rubbish...
 ...the galaxy's rubbish...
 ...the galaxy's rubbish...

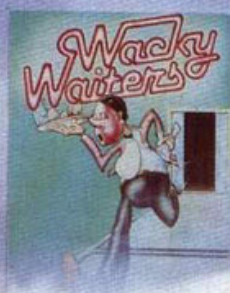
SCHIZOIDS: NOT JUST A GAME, BUT A STATE OF MIND.
 SCHIZOIDS features real-time animated 3d graphics for a breathtaking visual experience, plus sound and all those arcade features you'd expect from IMAGINE.
 Game design and Software by Peter Paranoia and the Yid Kids (D.H.L.)

for any Commodore Vic-20.
 Game design and software by Eugene Evans.



WACKY WAITERS

Imagine
 ..the name of the game



**..the name
of the game**

Imagine Software, Masons Buildings, Exchange Street East, Liverpool, Merseyside L2 3PN. Telephone: 051-236 0407

Meteor

on BBC Micro

This program simulates a game in which you control a trapped space ship in a meteor storm. The ship is out of control and you have only a limited amount of fuel. You can apply reverse thrust to stop it moving forward, rotate it sideways or fire to destroy the meteors. When you hit a meteor or run out of fuel you explode, ending the game.

How many can you hit before you explode? From time to time extra meteors

appear and you can be destroyed if they appear on top of your ship.

This program will just fit in a Model A as it stands. This is because instead of using an array to hold the meteors it pokes their position into some spare memory locations. All variables are integer variables for speed and saving of memory.

The program runs in mode 5 making good use of the sound and graphics abilities of the BBC computer.

Variables

A% = used in OSBYTE call
C% = records your horizontal movement

D% = records your vertical movement
E% = character presently representing your ship
F% = fuel
G% = x co-ordinate of missile
H% = y co-ordinate of missile
I% = FOR loop variable
J% = FOR loop variable
P% = pointer to next meteor to be moved
Q% = general purpose variable
R% = general purpose variable
S% = score
X% = your x co-ordinate
Y% = your y co-ordinate

Characters used

225-232 your ship
233 meteor
234 missile
235-236 explosion

```

10*TV255
20MODE7:VDU23:8202:0:0:0:PRINTTAB(10,3)CHR$141CHR$145CHR$157CHR$131
"METEOR STORM"CHR$156TAB(10)CHR$141CHR$145CHR$157CHR$131"METEOR STORM"
CHR$156
30PRINT""CHR$131""> ROTATE LEFT""CHR$131""> ROTATE RIGHT""
CHR$131""F" FIRE""CHR$131""D PREVENT THURST""SPC(4)CHR$131"Press
any key to start game"
40AX=GET:MODE5:PROCA
50VDU29,X%+64+32:(32-Y%)*32-32+16::SOUND1,4,200,80:SOUND0,-15,7,160:
FORI%=2TO480:GCOL0,RND(3):DRAWNRD(I%)-I%DIV2,RND(I%)-I%DIV2:NEXT:FX15,1
60VDU30,10,10:SOUND18,0,0,0:SOUND19,0,0,0:END
70DEFPROCA:VDU23,225,24,60,126,219,153,24,24,60,23,226,31,7,15,29,249,
112,48,16,23,227,24,12,134,255,255,134,12,24,23,228,16,48,112,249,29,15,7,31,
23,229,60,24,24,153,219,126,60,24,23,230,8,12,14,159,184,240,224,248
80VDU23,231,24,48,97,255,255,97,48,24,23,232,248,224,240,184,159,14,12,8,
23,233,0,60,66,65,65,66,36,24,23,234,0,0,0,24,24,0,0,23,235,129,66,60,60,60,
60,66,129,23,236,56,16,17,159,249,136,8,28
90VDU19,3,2:0:S%+0:F%+500:COLOUR2:PRINT"Score:"S%"Fuel:"F%:X%+10:Y%+15:
EX=225:CX=1:DX=0:COLOUR3:PROCD:VDUEX:FORI%=0TO39
100QX=RND(18):RX=RND(26)+3:IFQX=10ANDRX=15THEN100
110IX?3328=QX:IX?3368=RX:IX?3408=RND(3):IX?3448=RND(3):PROCB:NEXT
120AX=135:P%=0:ENVELOPE1,9,20,20,20,1,1,1,0,0,0,100,100:ENVELOPE2,1,41,-2,
-1,5,70,60,24,-1,0,-1,120,50:ENVELOPE3,1,41,-2,-1,5,70,60,1,0,0,-1,5,5:
ENVELOPE4,11,0,-2,-1,10,70,60,1,0,0,-1,50,50
130SOUND2,1,160,-1:SOUND3,-8,80,-1:FORI%=0TO7:READQX,RX:IX?3500=QX:
IX?3510=RX:NEXT
140DATA1,0,2,0,2,1,2,2,1,2,0,2,0,1,0,0
150PROCD:IFFNA<>E%:ENDPROC
160IFFX<=0:ENDPROC
170IFINKEY(-104)=0THEN200
180FX=FX-1:E%=E%+1:IFEX=233 E%=225
190CX=E%?3275:DX=E%?3285
200IFINKEY(-103)=0THEN230
210FX=FX-1:E%=E%+1:IFEX=224 E%=232
220CX=E%?3275:DX=E%?3285
230IFINKEY(-51)=-1:FX=FX-1:GOTO260
240PROCD:VDU32:X%=X%+CX-1:Y%=Y%+DX-1:QX=X%:RX=Y%:PROCC:X%=QX:Y%=RX
250PROCD:IFFNA<>32:ENDPROC
260COLOUR3:PROCD:VDUEX
270IFINKEY(-68)=0THEN350
280FX=FX-1:GX=X%:HX=Y%:SOUND1,2,10,2:SOUND0,-12,3,2:COLOUR2
290VDU31,GX+CX-1,HX+DX-1:IFFNA<>32THEN320
300IFGX<>X% ORHX<>Y% VDU31,GX,HX,32
310GX=GX+CX-1:HX=HX+DX-1:IFGX>0ANDGX<19ANDHX>3ANDHX<31VDU31,GX,HX,234:
GOTO290ELSE350
320IFGX<>X% ORHX<>Y% VDU31,GX,HX,32
330GX=GX+CX-1:HX=HX+DX-1:SOUND0,-15,3,5:SOUND1,3,20,2:FORI%=0TO39:COLOUR1
:VDU31,GX,HX,236:IFIX?3328=GX ANDIX?3368=HX IX?3368=0:SX=SX+10
340COLOUR2:VDU31,GX,HX,235:NEXT:VDU31,GX,HX,32
350VDU30:COLOUR2:PRINT"Score:"S%"Fuel:"F%:FORJ%=1TO8
360P%=P%+1:IFP%=40 P%=0
370IFP?3368=0THEN360
380QX=P?3328:RX=P?3368:VDU31,QX,RX,32:QX=QX+P?3408-2:RX=RX+P?3448-2:
PROCC:COLOUR1:VDU31,QX,RX,233:P?3328=QX:P?3368=RX:NEXT
390IX=RND(39):IFIX?3368=0ANDRND(4)=1IX?3368=RND(26)+3:IX?3328=X%:PROCB
400GOTO150
410DEFPROCB:SOUND1,-15,RND(255),2:FORJ%=1TO30:COLOUR129:COLOUR2:VDU31,IX?3328,
IX?3368,233:COLOUR128:COLOUR1:VDU31,IX?3328,IX?3368,233:NEXT:ENDPROC
420DEFPROCC:IFQX=0ORQX=20ORRX=30ORRX=31 QX=21-QX:RX=35-RX:IFRX=32 RX=30
430IFQX=21 QX=19
440IFQX=19ANDRX=31 QX=18
450ENDPROC
460DEFPROCD:VDU31,X%,Y%:ENDPROC
470DEFENA=(USR&FFF4 AND&FFFF)DIV256

```

Meteor
by W Hurwood

THE CHEAPEST KNOWN RAMPACKS IN THE WORLD

16K RAMPACK

£19.75

FULLY
COMPATIBLE WITH
SINCLAIR ZX81
AND ALL
ACCESSORIES.
SIMPLY PLUGS
STRAIGHT INTO USER
PORT AT REAR OF
COMPUTER

64K RAMPACK

£44.75



- FULLY CASED TESTED AND GUARANTEED
- SECURE NO-WOBBLE DESIGN
- SAME SLEEK CASE SIZE FOR BOTH VERSIONS
- LOW COST. EXCEPTIONAL ELECTRONICS
- GOLD PLATED EDGE CONNECTOR
- COATED FOR EXTRA LONG LIFE

PRICE INCLUDES VAT and P+P, DELIVERY NORMALLY 14 DAYS
SEND CHEQUE/PO PAYABLE TO:

CHEETAH MARKETING LTD
359 THE STRAND LONDON WC2R 01-240 7939

DON'T MISS THIS
INCREDIBLE OFFER!

50 GAMES



YES, 50 GAMES! on cassette for all
the following:

FOR YOUR MICRO

GALACTIC ATTACK SPACE MISSION LUNAR LANDER PLASMA BOLT STARTREK RADAR LANDING ATTACKER GALACTIC DOGFIGHT ZON ATTACK INVASIVE ACTION OXO BOGGLES PONTON SKI JUMP HANGMAN OLD BONES THIN ICE	MAZE EATER ORBITTER MOTORWAY FORCE FIELD NIM TUNNEL ESCAPE BARREL JUMP CANNONBALL BATTLE OVERTAKE SITTING TARGET SMASH THE WINDOWS SPACE SHIP JET FLIGHT PHASER INTRUDER INFERNO GHOSTS	SUBMARINES ROCKET LAUNCH PLANETS BLACK HOLE DYNAMITE DO YOUR SUMS DERBY DASH SPACE SEARCH UNIVERSE RATS TANKER PARACHUTE JETMOBILE HIGH RISE THE FORCE EXCHANGE
--	---	--



**CASCADE
SOFTWARE**
CASCADE'S HOUSE
SARGAN'S LANE
LLANDOGO
Gwent
S. WALES
NP54PA

**Sinclair
SPECTRUM
ZX81 LYNX
DRAGON
ATARI VIC-20**
Apple (100 DISC & CASSETTE)
**ACORN-ATOM
BBC A/B
SHARP
ORIC-1
NEW BRAIN**

SUPPLY CASSETTE 50 FOR _____ COMPUTER
I enclose cheque/P.O.

Name _____ PCWK2
Address _____

Mail order only.

ORDER
NOW!

RAM PACKS FOR YOUR VIC20

HARDWARE

32K switchable to 3K, 16K, 24K + hi-res, £69.95
16K switchable to 3K, £44.95. 8K, £29.95. 3K, £19.95
4-slot motherboard, £24.95. All slot directly into the back of your Vic20

SOFTWARE

Cartridges — Sargon Chess, Gorf, Omega Race, Forth, Choplifter £24.95
Alien, Jelly Monsters, Mole Attack, Rat Race, Road Race £19.95
Meteorites and Satellites, Spiders of Mars, Tank Atak, Cloudburst £17.50
VIC TAPES — Boss Chess (8K) £14.95, Bonzo (8K) £7.95, Grid Runner £6, Abductor £6, Asteroids £7,
Cosmiads £7, Moons of Jupiter £9.99, Shark Attack £9.99, Martian Raider £9.99, Vic Rescue £5, Frog £4, Krazy
Kong £6, Quackers £9.99, Skramble £9.99, Annihilator £9.99.
COMMODORE 64 TAPES — Grid Runner £8.50, Star Trek £7, Mutant Camels £8.50, Krazy Kong £8.99, Alien
Panic £8.99, Monopolee £9.99, Grave Robbers £9.99, Adventure Pack 1 £9.99.
ALL PRICES INCLUDE VAT. Please add £1 post and packing for hardware, 50p for software.

Overseas orders — exclude VAT add £2 post and packing.



PLEASE SEND THE FOLLOWING:

.....
.....
.....

I enclose my cheque/PO for £.....
Charge my Access/Barclaycard number

CREDIT CARD OR POSTAL ORDERS FOR
GOODS BY RETURN POST (1st Class)

To: **RAM ELECTRONICS (FLEET) LTD.,**
106 FLEET ROAD,
FLEET, HANTS. GU13 8PA
ENGLAND
Telephone (02514) 5858 (not Wednesdays)

From:

.....
.....

TRADE ENQUIRIES WELCOME PCW 01

Tony Bridge's Adventure Corner



Fantasy world!

Adventure is now well-entrenched in the world of microcomputers. But nobody really forgets the origins — the legend of the Midnight Programmer, slumped over a hot IBM, toiling away, after hours, in a fantasy world of dungeons and dragons, is well known.

Tracy Kidder, in his best-selling book *The Soul of a New Machine*, includes a fascinating chapter on the beginnings of adventure, as played on the old mainframes. The book is an absorbing account

of the birth of a new microcomputer, and contains short essays on Boolean Algebra and microcode, as well as an hilarious look at some of the practical jokes played by the whizz-kid designers on their bosses and colleagues. Definitely required reading.

What is it like to play the original game on a powerful mainframe? Thanks to a good friend of mine, I have access to a PDP-11/24, and a copy of the original program, as modified for the PDP-11 by Kent Blackett and Roger Coulson. It is written in Fortran, and occupies some 150K of memory.

The adventure starts in a forest — I am standing at the end of a road before a small brick building. A small stream flows out of the building and down a gully. Having entered the building, I find a brass lantern, some food, water in a small bottle, and a bunch of keys. I don't know if any of these will be of use later in the adventure, so I take them all, and go exploring along the stream. I come across a two-inch slit in the stream bed, but I don't know what to do with it, so I carry on.

Stumbling, eventually, upon a steel grate, I use the keys to unlock it, and find myself in a small chamber beneath the grate. I crawl around some dark tunnels, collecting a three-foot black rod, and an

empty wicker birdcage along the way. Going west, I am now confronted by a huge green snake, which refuses to budge ...

Now it's up to you! Write in to me, and tell me what to do next — I will run all the practical suggestions and print the one that seems to be the best solution. Then we will continue together and see if we can beat the program. I have not gone any further than the Green Snake, so this will be a revelation for all of us!

In the meantime, keep your suggestions for the PCW adventure coming in, and any other thoughts you have on the fascinating world of adventuring.

And don't forget — *never ask a werewolf if he has any change ...!*

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further, write to: Tony Bridge, Adventure Corner, *Popular Computing Weekly*, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

3D Graph

on BBC Micro

This program will run on the BBC model A or B, and demonstrates some of the capabilities of the computer. It draws a three dimensional graph of sine between 0 and 180 degrees on one half of the screen, while at the same time scrolling the words "BBC-Microcomputer" up the other half of the screen.

Program notes

- 10 Sets the mode.
- 20 Turns off the cursor.
- 30-40 Define foreground colour as magenta and background colour as blue.
- 50 Defines a text screen.
- 60-80 Fills the text window with the words BBC-Microcomputer.
- 90 Loop to draw several sine curves.
- 100 Move the graphics cursor ready to draw a sine curve.
- 110-130 Draw one sine curve and scroll the text screen by printing BBC-Microcomputer.
- 140-150 Make loops.
- 160-170 Complete loops.
- 180 End of program.

```

10 MODE4
20 VDU23;8202;0;0;0;
30 VDU19;0;4;0;0;0
40 VDU19;1.5;0;0;0
50 VDU28;0;31;18;0
60 FOR A% = 1 TO 33
70 PRINT "BBC-Microcomputer";
80 NEXT
90 FOR B% = 620 TO 1020 STEP 15
100 MOVEB%,B% - (B% - 620)/1.6 - 100
110 FOR C% = 0 TO 400 STEP 8
120 PRINT "BBC. Microcomputer ";
130 DRAWB% + C%, B% - (B% - 620)/1.6 - 100
    - C% + 500 * SIN(C%/128) * SIN( (B% -
    620)/128)
140 SOUND1, - 5, (B% - 620)/2 + RND(20),1
    
```

Cruising Challenge

£10 to be won

Can you beat the new high score?

First there was *Space Invaders*, then there was *Pacman* — now there is *Cruising*. This all-action, machine code, arcade type game, will test your powers of co-ordination to the limit. Never before has a game asked you to think so quickly, or move so fast.

Achieving a high score on *Cruising* takes considerable skill, and not a little practice. Getting through the first four levels is not easy, and that's just the beginning.

Now you can make that skill work for you. *Popular Computing Weekly* is offering £10 each month to the player with the highest score on *Cruising*. All you have to do to enter this month's competition is send a print-out of your highest score, together with your name and address, to: *Popular Computing Weekly*, *Cruising Challenge*, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

Each month we will publish the name of the winner and the new *Cruising* high score. Are you good enough to accept the *Cruising Challenge*?

The highest score sent in so far this month is 9012 from N Darlow of Langleigh Road, Ifracombe, Devon. If you have a higher score, you could still win this month's £10 — but hurry, entries close on March 31.

```

150 SOUND2, - 5, (B% - 620)/2 + RND(20),1
160 NEXT
170 NEXT
180 END
    
```



Notes

- 1) Each entry must consist of a ZX printout and your name and address.
- 2) Closing date for this month's *Cruising Challenge* entries is March 31.
- 3) The highest score each month will receive £10.
- 4) High scores cannot be transferred from one month to another.
- 5) The judges' decision is final.
- 6) No employees of Sunshine Publications Ltd, or their families, will be eligible to enter the *Cruising Challenge*.
- 7) *Cruising (on Broadway)* for the 16K and 48K ZX Spectrum is available through W H Smith and leading computer stores for just £4.95. It is also available mail-order from Sunshine Books Ltd, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

3D Graph
by Nicholas Lloyd

COMPUTER PROGRAMS WANTED

**DRAGON, BBC, SPECTRUM,
ZX81, ORIC, etc**

Minimum £250 cash advance on royalties or higher outright cash payment.

National mail order/advertising campaign and international sales network ensures the highest results for your ideas.

Telephone enquiries welcome.

**LASERSOUND SOFTWARE LTD
UNIT 004, STRATFORD WORKSHOPS
BURFORD ROAD, LONDON E15
Tel: 01-519 0791 or 01-519 7809**

PROGRAMMERS/COMPILERS/ WHIZZ KIDS!

Are you interested in working the hours that suit you — daytime/afternoons/evenings/weekends in our workshops?

Full-time or part-time with all the computer equipment and facilities you could dream of including a complete cassette duplicating studio.

Then contact us for a friendly chat on 01-519 0791 or 01-519 7809.

**LASERSOUND SOFTWARE LTD
UNIT 004, STRATFORD WORKSHOPS
BURFORD ROAD, LONDON E15**



PROGRAMS FOR THE DRAGON 32

SULTAN'S MAZE by Christopher Hunt

Enter the 3D Maze in search of the Sultan's jewels, but beware, your strength may run out, or you may come face to face with the Mad Guardian. A multi-difficulty game with fantastic graphics and sound. Price £7.95.

EDUQUIZ I by Peter Chase

Three great educational quiz games. Bet on the answer of your choice and be a winner! Eduquiz makes learning fun! On this tape, improve your knowledge of . . . Geography, Inventors and their inventions and the Kings and Queens of Great Britain. Price £9.95.

EDUQUIZ II by Peter Chase

Three more subjects in the Eduquiz series. This tape helps you learn about . . . Writers, Painters and Musicians. Price £9.95.

FUNMATHS I by Peter Chase

Improve your maths while you play these five great games! In Number Race you must beat the computer, or a friend, to exactly 100 by eating the numbers. Maths Maze asks questions as you work your way around the maze. Chemist is a game of ratios, where you mix two chemicals, trying not to get blown up! Dragon exercises your skill at expressing coordinates — you have to find the Dragon, hidden in a grid. Last, but no means least Simon tests your memory for tunes/colours/numbers. Price £9.95.

GEMPACK IV by W. E. MacGowan

Two great machine code games, with full colour graphics.

In Sea Harrier you must land your plane on the aircraft carrier, after dispersing the clouds with chemical bombs, but don't hit the ship! In Sub Chase you must depth charge the wolf pack without being sunk. Both with 4 levels of play from easy to kamikaze! Price £7.95.

ALIEN BLITZ by Peter Chase

Your craft is running low on fuel and you must land! You have to use your bombs to clear a space amongst the skyscrapers, but beware of craters! A superb multi-level action game for the Dragon, with superb sound and graphics. Price £7.95.

LYNX PROGRAMS

Please write or phone for details. All available by mail order from:

GEM SOFTWARE

UNIT D, THE MALTINGS, SAWBRIDGEWORTH, HERTS

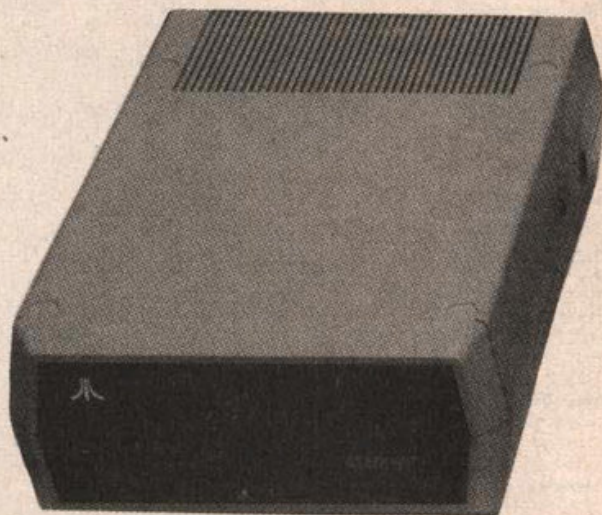
Telephone: (0279) 723567

TRADE ENQUIRIES WELCOME — PLEASE RING FOR DEALER PACK
Access orders welcome

FANTASTIC OFFER

**ATARI DISC DRIVE WITH £120
WORTH OF FREE ARCADE GAMES
PRICE £299**

**VIC DISC DRIVE WITH £120
WORTH OF FREE ARCADE GAMES
PRICE £299**



**GEM SYSTEMS LTD.
2 CRAWFORD ROAD, HATFIELD, HERTS.
Tel. (07072) 74150**

TELEPHONE FACILITIES ARE AVAILABLE FOR MOST CREDIT CARDS

For further details fill in this form and send it to:

GEM Systems Ltd.

2 Crawford Road, Hatfield, Herts. AL10 0PG

Name

Address

Postal Code

Telephone No.

Bigger and bigger!

Gary Scowcroft presents a program to magnify text on a mode 0 screen.

This program allows you to position text of any height and width wherever you want on a mode 0 screen.

When Run, the program asks you to input the word you wish to display. Next, you must supply the x and y co-ordinates of the position where you wish to display the text. Finally, you must input the x and y magnification of the word.

If you enter an x co-ordinate that is

greater than 90, then your chosen word is automatically placed in the centre of the line determined by the y co-ordinate. This is achieved by setting the variable *Tab* to -1 (*True*) at line 120, which in turn sets the final parameter in the procedure *Prochar* to *True* in line 150.

If you enter 0 when asked for the x magnification of a word, the program will calculate the word's maximum magnification and display it centrally on the screen.

For speed, the program uses machine code to enlarge the characters. This is initialised at line 60 by *Procassemble*. The procedure *Prochar* calls the machine code

at 340, after storing the appropriate information about the position and magnification of the word. This information is stored in zero page locations by *Procmem*.

The BBC's character set is stored at C000 Hex in the Rom. Each character is made up of eight bytes — the position in Rom of the current character being displayed is calculated in lines 300-310. This information is also stored by *Procmem*.

Lines 70-190 just demonstrate the program and can be deleted, leaving the three procedures, *Prochar*, *Procassemble* and *Procmem*. These can be renumbered and then merged (see page 402 of the new user guide) into other programs to produce title pages and other displays. Do not forget to initialise the machine code at the beginning of the program before using *Prochar*.

LIST

```

10 REM TEXT
20 REM By Gary Scowcroft
30 REM (c) 1983
40 MODE0
50 VDU 19,0,3;0;0;19,1,4;0;0
60 PROCASSEMBLE
70 REPEAT
80 PROCLEAR
90 INPUT "Word >" A$
100 PROCLEAR
110 INPUT "TAB >" X,Y
120 IF X>90 TAB=-1 ELSE TAB=0
130 PROCLEAR
140 INPUT "Mag. >" X,Y
150 PROCHAR(A$,X,Y,X,Y,TAB)
160 UNTIL FALSE
170 DEF PROCLEAR
180 PRINTTAB(0,30)SPC(75);TAB
   (0,30);
190 ENDPROC
200 DEF PROCHAR(A$,X,Y,X,Y,
   Autotab)
210 LOCAL BZ,CZ
220 BZ=LEN(A$)*X
230 IF X<=0 OR BZ>79 X=80 DIV LEN
   (A$);Autotab=-1
240 IF Y<=0 OR Y>31 Y=1
250 IF Autotab X=(79-LEN(A$)*X)
   DIV2
260 IF Y+Y>31 Y=32-Y
270 BZ=X*8+Y*640+83000
280 PROCMEM(872,BZ)
290 FOR AZ=1 TO LEN(A$)
300 BZ=ASC(MID$(A$,AZ,1))-32
310 CZ=8C000+BZ*8
320 PROCMEM(870,CZ)
330 ?&74=X;?&79=Y
340 CALL CHAR
350 BZ=?&72+256*?&73
360 BZ=BZ-640*?&79+8*?&74
370 PROCMEM(872,BZ)
380 NEXT
390 ENDPROC

400 DEF PROCMEM(ADZ,NUM%)
410 ?ADZ=NUM% MOD 256
420 ADZ?1=NUM% DIV 256
430 ENDPROC
440 DEF PROCASSEMBLE
450 DIM D% 176
460 FOR PASS=0 TO 2 STEP 2
470 P%=D%
480 DOPT PASS
490 CHAR:LDY#0:STY&7A:STY&7B
500 L5:TYA:PHA:LDX#0
510 L3:PLA:TAY:LDA(&70),Y:STA&77
520 TYA:PHA:TXA:PHA:JSR XMAG:LDX#0
530 L4:SEC:LDA&72:SEC&8:STA&72:
   LDA&73
540 SEC#0:STA&73:INX:CPX&74:BNE L4
550 INC&7A:LDA&8:CMF&7A:BNE NNL
560 LDA&0:STA&7A:CLC:LDA&120:ADC&
   72
570 STA&72:LDA&2:ADC&73:STA&73
580 NNL:CLC:LDA&1:ADC&72:STA&72
590 LDA&0:ADC&73:STA&73:PLA:TAX
600 INX:CPX&79:BNE L3
610 PLA:TAY:INY
620 INC&7B:LDA&8:CMF&7B:BNE L5
630 RTS
640 XMAG:LDY#0:STY&7B
650 L2:TYA:PHA:ASL&77:BCC CLE
660 LDX#1:JSR SETBIT:JMP NEX
670 CLE:LDX#0:JSR SETBIT
680 NEX:PLA:TAY:INY:CPY&8:BNE L2
690 RTS
700 SETBIT:STX&76:LDX#0:LDY#0
710 L1:LDA(&72),Y:STA&75:ASL&75:
   CLC
720 LDA&76:ADC&75:STA(&72),Y
730 INC&7B:LDA&8:CMF&7B:BNE NNC
740 CLC:ADC&72:STA&72
750 LDA&0:STA&7B:ADC&73:STA&73
760 NNC:INX:CPX&74:BNE L1
770 RTS
780 J:NEXT
790 ENDPROC

```


SPECIAL SPRING OFFER FROM BYTEWELL

CBM64 COLOUR SOUND COMPUTER (64K) £299.95

Full colour, High Resolution Graphics with Sprites for 3D effects, Full size typewriter keyboard, Pet Basic, 64K Memory, Music Synthesizer.

VIC 20 COLOUR SOUND COMPUTER £120

RAM CARTRIDGES FOR THE VIC

3K £26 8K £38 16K £55 C2N Cassette Unit for Vic20 or CBM64 £38

SOFTWARE

Hundreds of titles for the Vic20, CBM64, Spectrum, Dragon and Atari all at discount prices. Full lists sent on application.

VIC PRINTERS, DISC DRIVES, JOYSTICKS ALSO AVAILABLE

CARRIAGE ON HARDWARE £4.00

ARRIVING SOON A COMPLETELY NEW, FAST AND EXCITING GAME FOR YOUR SPECTRUM WRITTEN BY THAT MASTER OF MACHINE CODE, TIM GILBERT

HIDDEN CITY £5.95

Dealer enquiries welcome — Generous discounts

Cheques, Postal Orders to:

BYTEWELL, 203 COURT ROAD, BARRY, S. GLAMORGAN, CF6 7EW
TEL: (0446) 742491

DRAGON 32 SOFTWARE

SKETCHPAD

A useful addition to your software collection, enabling you to draw complex pictures directly on to the screen using graphic modes not normally available from BASIC. Pictures may be saved on tape. Written in Machine Code Supplied on cassette £4.65

DGT2

SNAKES, LANDER & INVADERS — all in colour.

"Machine code, arcade standard... excellent graphics and sound, very addictive. Any single one of these is worth a fiver, so £6.95 for all 3 is a bargain" (From Popular Computing Weekly review 27th January).

All 3 on one cassette £6.95

DGT4

PTERODACTYL, TORPEDO RUN & HORNETS — Machine code Arcade games. Excellent value for money.

All 3 on one cassette £6.95

CHESS

Written in machine code. 8 selectable levels of play. Hi-Res display of board and pieces. Cursor control "MOVE" selection.

Supplied on cassette with instructions £7.95

EDITOR/ASSEMBLER + MONITOR

Two Pass Global type. Supports all motorola mnemonics & addressing modes.

Powerful debug M-code monitor. Written in Machine code for the serious user.

Supplied on cassette with user information £28.75

ALL PRICES INCLUDE VAT AND P & P.

CHEQUES/POs TO: J. MORRISON (MICROS) LTD, 2 GLENSDALE STREET,

LEEDS LS9 9JJ, YORKSHIRE. TEL: (0532) 480987

WATCH OUT FOR BONKA...

MONSTER SOFTWARE CLUB

SOFTWARE LIBRARY FOR THE

DRAGON 32

OVER 70 TOP-QUALITY CASSETTES FOR HIRE. ALL TAPES USED WITH THE MANUFACTURERS PERMISSION (WE PAY ROYALTIES)

ANNUAL MEMBERSHIP FEE £8.00

Tape hire £1.50 per fortnight plus 40p p & p (this includes a pre-paid return envelope)

SPECIAL TRIAL OFFER

3 months membership for just £3.00

PLEASE NOTE: Two tapes may be hired at the same time Further tapes by return post

SAE for details

MONSTER SOFTWARE CLUB

32 LENNOX DRIVE, LUPSET PARK
WAKEFIELD, WEST YORKS

ORIC INVADERS

"THE MEANEST GAME OF SPACE INVADERS YOU'LL EVER PLAY"

No machine is complete without this, the original cosmic shoot-out. In machine code, with three invader types (plus mother ship), bonus bases, original sound effects, full colour, high score, hyper-lasers, etc.

A great shoot-'em-up, all action, arcade game, for the 16K or 48K ORIC-1 or any VIC-20, at only £4.00 (post free) on cassette.

Also available for any VIC-20, Asteroids, Astro Sled, Space Fighter. Only £4.00 each, on cassette.

If you've got an ORIC, then you must get this.

Please state memory size and computer, when ordering.

ARCADIA SOFTWARE

FREEPOST, SWANSEA, SA3 4ZZ

POWER FROM YOUR MICRO COMPUTER

4-8 solid state outputs (no relay required)
from 240 volts mains supply up to 15 amps

CONTROL THE HOUSE: LIGHTS, TVs, VIDEO
RECORDER, CENTRAL HEATING, DOOR LOCKS, ETC.

Telephone facilities are available for most credit cards

4-WAY SWITCH SYSTEM £69.95

8-WAY SWITCH SYSTEM £89.95

Up to 1,600 separate switches can be
controlled from your computer:

ZX81, SPECTRUM, VIC20, VIC64
DRAGON, AND MOST HOME COMPUTERS

FREE SOFTWARE WITH EVERY DRAGON SOLD

MICRO ADONS

2 Crawford Road, Hatfield, Herts. (07072) 74150

For further details please send this coupon to:

GEM Systems Ltd.

2 Crawford Road, Hatfield, Herts. AL10 0PG

Name

Address

Postal Code

Telephone No.

A Gift From The Gods . . .

Jason Orbaum explains how the Lynx can handle one-dimension string arrays.

It may come as a surprise to some people to know that the Lynx comes with the capability for only single dimension numeric arrays. But, with a little thought these are just as good, if not better, than 2-D arrays.

I had always assumed that to find the amount of memory taken up by the array $X(A,B)$, all that must be done is to find AB (or $A*B$). This is not so. The array $X(A,B)$ takes up considerably more space than the array $X(AB)$ (or $X(A*B)$). It is therefore a good technique to use the 1-D array as it saves memory. But what happens when you wish to reach array element (X,Y) in my 2-D array and realise that you only have a 1-D array?

At the beginning of a program when you wish to *Dim* the array $A(23,14)$, you *Dim* the array $A(322)$ - (322 being $23*14$). If you are lazy, the line reads *Dim A(23*14)*.

Having done this, you proceed as normal with the program until you reach the line, *If A(X,Y)=76 Then Gosub 6573*. You might have noticed that it is very difficult to find the element (X,Y) in the array $A(322)$. On reaching this line something along the lines of "Array Error 1062 At Line 438" is printed up. Just change the line to "If $A(X*Y*14)=76$ Then Gosub 6573" (I would also recommend that a renumbering routine if available is utilised about now). The problem is solved.

Now for the next bit of bad news. The Lynx cannot handle string arrays of any sort.

Let us assume that you wish to *Dim* the array $X\$ (5, 10)$ in which no string will be more than 20 characters long. The array required is $X(5*10*20)$. Once again, we are multiplying to achieve the required array, but my computer will not let me hold characters in numeric arrays.

To *Load* the array $X\$ (2,8)$ with "Help. I'm stuck!" the line would read "Let $X\$ (2,8) = \text{"Help. I'm stuck!"}$ ". To *Load* the numeric array is a lot more complex and uses the subroutine shown as program one. To use it, $Z\$$ must be *Loaded* with the string to be stored, X must be *Loaded* with the X location in the array and Y must be *Loaded* with the Y position in the array. The program assumes that $ASC(A\$)$ returns the code for the character in $A\$$.

Program 1 (To be used as a subroutine)

```
FOR N=1 TO LEN(Z$)
  A$=MID$(Z$,N,1)
  A=ASC(A$)
  X(Y*100+X*20+N)=A
NEXT N
RETURN
```

This program works on the previously defined array $X(5*10*20)$.

Once we have *Loaded* the array, we must extract information from selected areas.

To do this we use a similar routine to the last one. On the *Gosub*, X must be *Loaded* with the X -co-ordinate and Y must be loaded with the Y -co-ordinate. The extracted string will be returned in the variable $Z\$$.

Program 2 (To be used as a subroutine with program 1)

```
Z$=""
FOR N=1 TO 20
  A=X(Y*100+X*20+N)
  A$=CHR$(A)
  Z$=Z$+A$
NEXT N
RETURN
```

In program one, line one simply sets up a loop that goes round once for each character in $Z\$$. The next line takes a character from the string. For those who do not know how *Mid\$* works, the first parameter is the name of the variable to be worked on. The second parameter is the number of characters down the string that must be counted: ie, in the string "Hello" if the second parameter of the *Mid\$* is three it will count along the string to the first "L". The third parameter tells the computer how many characters from the string to take.

Let us analyse one example. If $Z\$$ is *Loaded* with "Zebras are great!" then *Mid\$(Z\$,8,3)* will give "Are" as its answer. The *Mid\$* is telling the computer to count eight characters along $Z\$$ and return the character and the two to the right of it. If you still are not clear about $Z\$$ consult your manual. ZX81 owners will have to replace this line with their own equivalent string splicer.

The next line in program one converts the collected character into its *Ascii*/character code. ZX owners need to change this

to $A=Code(A\$)$. This line converts a character that cannot be stored in the array into a number that can be stored.

The fourth line stores the character. The loop is repeated and control is returned to the main program.

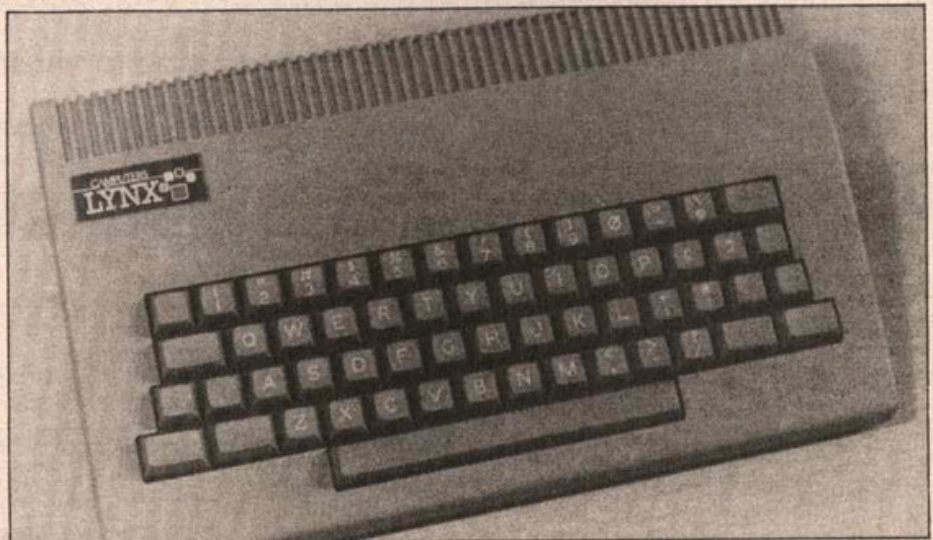
The two lines $A\$=Mid$$... and $A=Asc(A\$)$ can be replaced with $A=Asc(Mid$(Z$,N,1))$ which although it saves memory is much more difficult to explain!

The first line in the extraction routine clears $Z\$$; try missing it out and unless you are very clever you will find the program will not give the desired effects. $Z\$$ will always be returned with a string 20 characters in length. This can then be spliced about as desired (unfortunately if Chr(0)$ is not a space on your particular machine, then a loop will have to be introduced at the beginning of the program to fill the array with the number of the space character).

Each time the program goes through the loop, it takes the number from the array, converts it into a character and adds that character to $Z\$$. On finishing the loop, control is returned to the main program. The line $A=...$ and $A\$=...$ can be replaced with $A=Chr$(X(Y*100+X*20+N))$.

So far we have seen for the array $X\$ (A,B)$, where no string will be more than C characters long, the array becomes $X(A*B*C)$. The fourth line in program one is $... X(Y*(A*C)+X*C+N)=A$. The third line in program two is $... A=X(Y*(A*C)+X*C+N)$.

If you are writing a program in which speed is very important, then it will be futile to use this method as it takes a lot longer. But if memory is drawing thin, and you are not totally speed dependent, then it could be very useful. And to any Lynx owner, it could well be a gift from the gods. ■



Musical chairs . . .

John Durst presents two m/c programs which enable you to create your own sound effects.

Sound effects can do a lot to make a program more interesting. Judicious use of the *Beep* command can produce a range of sounds from a click to a musical phrase.

By using variations of the *For/Next* loop, you can get an impressive selection of burps and twitters. But, you cannot produce a smoothly changing note, nor can you make a note throb — unless you dive into machine code.

Luckily, if you *do* decide to dive in, you will not find yourself in very deep water. Here are two short machine code programs which anyone should be able to write — and which go a good way to extend the range of sounds on offer to the Spectrum user.

The sounds in these programs are generated directly through the machine code instructions. To understand how the programs do this, we need to know a bit

about how the Spectrum sets about generating a sound in the first place.

The Spectrum does its *Beeping* in a very simple way. The internal speaker is connected to one of the output ports of the Z80 processor (see page 80 of the Spectrum manual). When the speaker bit (D4) is set, it activates the circuit and a click is produced at the speaker. By arranging that D4 switches on and off some hundreds of times of a seconds, the ear interprets the clicks as a sound of a definite pitch.

Clearly, with this system, there can be no way, without extra hardware, to modify the waveform and so change the characteristics or the volume of sound. However, there is one thing we can play with and that is pitch; we can (and do, whenever we set up new values for *Beep*) alter the rate of clicks and so change the frequency of the note.

The processor controls the rate of clicks, by counting up to 100, or so, and then outputting a click. Since it counts in terms of micro seconds, it gets to 100 in much less than a hundredth of a second, so it will be producing a note well within the audible range.

Now, suppose we arrange to alter the target figure, which the processor has to count to: eg, if we decrease the number by one, every few times round, what happens? We get a note which changes pitch continuously — which swoops up or down, like a *Swanee Whistle*.

Figure 1 shows a short Basic program which allows you to enter machine code in the Ram. You should reserve a space by altering Ramtop first, of course. I have addressed it to 65001, but you can choose any address you like.

Alongside the listing, you will see a number of addresses which you can *Poke* with different numbers to give different effects. You will find you can get an amazing selection — from a "Zip", like a ricochet, to a long howl. Naturally, if you alter the start address, you will have to alter the other addresses, pro rata.

Figure 2 shows the machine code listing. There are a couple of interesting

SWANNEE WHISTLE (Basic Program)

```
1 DEF FN a(n)=(CODE a$(n)-48
AND CODE a$(n)<58)+(CODE a$(n)-5
5 AND CODE a$(n)>64)
10 LET a$="F31110D0260A3A4B5C1
F1F1F0EFEEEE10ED794310FE2520F41C1
520E3FBC9"
20 FOR J=1 TO LEN a$ STEP 2
30 POKE 65000+J/2,16*FN a(J)+F
N a(J+1): NEXT J
90 STOP

99 REM **UP & DOWN EFFECT**
100 POKE 65025,28: RANDOMIZE US
R 65001: POKE 65025,29: RANDOMIZ
E USR 65001: GO TO 100
```

SWANNEE WHISTLE (up or down)

```
FDE9 F3          DI
FDEA 11 10 D0    LD DE,D010
FDED 26 0A       LD H,0A
FDEF 3A 48 5C    LD A,(5C48)
FDF2 1F          AAA
FDF3 1F          AAA
FDF4 1F          AAA
FDF5 0E FE       LD C,FE
FDF7 EE 10       XOR 10
FDF9 ED 79       OUT (C),A
FDFB 43          LD B,E
FDFF 20 F4       DJNZ FDFC
FE01 1C          DEC H
FE02 15          JR NZ,FDF5
FE03 20 E8       INC E
FE05 FB          DEC D
FE06 C9          JR NZ,FDED
RET
```

Figure 1

FDE9 (Hex) = 65001 (Decimal)

POKE 65003, pitch

POKE 65004, span of slide

POKE 65006, total duration of slide

POKE 65025,28 — slide DOWN
POKE 65025,29 — slide UP

Figure 2

disable interrupts

D = number of intervals = span of slide
E = pitch: H = length of interval = total duration
border colour into A

C sets OUT port
ON/OFF speaker bit

INC E = DOWN swoop: DEC E = UP swoop

enable interrupts

DOUBLE NOTE (Basic Program)

```

1 DEF FN a(n)=(CODE a$(n)-48
AND CODE a$(n)<58)+(CODE a$(n)-5
5 AND CODE a$(n)>64)
10 LET a$="F33A485C1F1F1F06F00
EFE252006EE10ED7926F02D20F4EE10E
D792EFF10ECFBC9"
20 FOR J=1 TO LEN a$ STEP 2
30 POKE 65000+J/2,16*FN a(J)+F
N a(J+1): NEXT J
90 STOP

99 REM **TEST PROGRAM**
100 FOR I=100 TO 250 STEP 50: F
OR J=1 TO 255
110 POKE 65020,I: POKE 65029,J:
RANDOMIZE USA 65001
115 PRINT AT 10,10:I,TAB 15;J
120 NEXT J: CLS: NEXT I
190 STOP

199 REM **REPEATED NOTE**
200 RANDOMIZE USA 65001: GO TO
200

```

DOUBLE NOTE

```

FDE9 F3
FDEA 3A 48 5C
FDED 1F
FDEE 1F
FDEF 1F
FDF0 06 F0
FDF2 0E FE
FDF4 25
FDF5 20 06
FDF7 EE 10
FDF9 ED 79
FDFB 26 F0
FDFD 2D
FDFF 20 F4
FE00 EE 10
FE02 ED 79
FE04 2E FF
FE06 10 EC
FE08 FB
FE09 C9

```

```

DI
LD A,(5C48)
RRR
RRR
RRR
LD B,F0
LD C,FE
DEC H
JR NZ,FDFD
XOR 10
OUT (C),A
LD H,F0
DEC L
JR NZ,FDF4
XOR 10
OUT (C),A
LD L,FF
DJNZ FDF4
EI
RET

```

Figure 3

FDE9 (Hex) = 65001 (Decimal)

POKE 65009, duration of note (B)

POKE 65020, note 1 (H)

POKE 65029, note 2 (L)

Figure 4

disable interrupts

border colour into A

B = duration of note; C sets OUT port

ON/OFF speaker bit

H = Note 1, pitch

ON/OFF speaker bit

L = Note 2, pitch

enable interrupts

points to note — in the first place, output port No 254 sets the *Border* colour, as well as driving the speaker (see page 160 of the Spectrum manual). So, to preserve this colour, we collect it from the system variables at 23624 (5C48 Hex) in line FDEF and then push the bits into the positions we require in the next three instructions.

Line FDF7 switches the speaker on and off. When you "XOR" a binary number with another, unmatched bits stay as "1", but all matching pairs of bits are changed to "0". So as the program cycles through, the bit at position 4 (the "1" of "XOR 10") will find itself opposite a "0", which it will change to "1". Next time round, it will find itself opposite this same "1" — so it promptly changes it back to "0". These alternating "1" and "0" signals switch the speaker on and off.

Finally, the first instruction, "DI" — Disable Interrupts — stops the normally continuous process of scanning the

keyboard every 1/50th of a second. If you do not do this, the interrupts superimpose a 50Hz hum on your program and spoil the quality of the sounds you generate. But you must remember to include "EI" — Enable Interrupts — at the end of the program!

The second sound effect program outputs two different notes at once. I had hoped, when I planned the program, that it would play a chord, but it does not work quite like that. Presumably, to sound a chord, you have to superimpose two separate, complete waveforms, rather than two sets of on/off signals at different frequencies. However, the program produces some interesting beat effects, ranging from a sort of rasping twitter to quite a bell-like clang.

As before, Figures 3 and 4 give the listings. I have again placed the machine code at 65001, but you can redirect it to a different address, if required.

The program uses the same system to generate the sound as before. But this time there are two sets of counters, one for note 1 and the other for note 2. It counts down one at a time, on each of them alternately. When one of them reaches zero, it outputs to the speaker, before starting a new round.

The number at address 65009 (FDF1 Hex) controls the number of times the entire program cycles through, before stopping; ie, the duration of the note. Since only the "B" register is used to hold the number, the biggest number it can deal with is 256: if you try to *Poke* anything bigger, you will get a dusty answer. The actual length of the note also depends on the pitch — it will be longer for a deep note than it will be for a high note.

The little program at line 100 of the Basic listing will run through a representative selection of note pairs. They vary quite a lot, but the most effective pairs seem to be notes that are almost identical. ■

BOND SYSTEMS

TOUCH TYPING with a new, simple finger position system gives "peek and peck" programmers new speed and accuracy. Your computer can type up to 100 words per minute with this course! Can you? DRAGON keyboard is ideal for this course. SPECTRUM has non-standard positions for space-bar and ":", but otherwise ideal.

VOCAB FRENCH and **VOCAB GERMAN** present a 700 word vocabulary of your most needed words straight into your "memory".

Write to BOND SYSTEMS, stating DRAGON or SPECTRUM and PROGRAM NAME, with £5.00 for each program.

**15 BELMONT ROAD, HARROGATE,
NORTH YORKSHIRE, HG2 0LR**

DRAGON BYTE

51a QUEEN STREET
MORLEY

Tel: 522690

Home Computers,
Software, Board Games
Mon-Sat 11 am-5 pm



STOCKISTS OF ZX81, SPECTRUM
VIC AND ATARI COMPUTERS — AND
OTHERS AS WE CAN GET THEM

*
SOFTWARE: GAMES, EDUCATION
ADVENTURES FOR VIC, ATARI
ZX81, SPECTRUM ETC. ETC
(OUR RANGE GROWS DAILY)

*
BOARD GAMES GALORE INCLUDING
'DUNGEONS AND DRAGONS'

For more information and details
of mail order, ring
KEITH NATHAN 788377

in MORLEY to Serve
W. YORKS

SINCLAIR SERVICE DEPT

REQUIRE

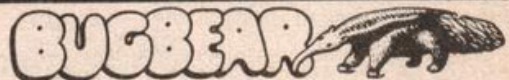
A SERVICE ENGINEER

with a knowledge of Sinclair products. Software capabilities a distinct advantage (Trainee considered).

Based at Sandhurst, Camberley, Surrey.

Apply with full cv to:

**Box 10, Popular Computing Weekly
Hobhouse Court, 19 Whitcomb Street
London WC2**



EASIREADER
THE GREATEST PROGRAMMING
AID SINCE FINGERS*
CUT DOWN PROGRAM
ENTRY TIME

*Over 99% of bugs in programs copied from
printout listings are the result of entry errors.
The EASIREADER holds copy at a comfortable
angle and a specially-designed cursor runs
down the program to prevent skipping between
complex and similar-looking lines.
It effectively keeps a 'finger' on your current line
— essential for use with SINCLAIR computers
or when using the 'shift' key.
Available now only from BUGBEAR (Patent
Pending No. 8232718) at an introductory price
of £12.99 (plus £1.25 p&p). SAE for further
details

**£££s TO BE WON WITH
SUPER DRAGSTER**

BBC MODEL B
(32K MODEL A)

For 1 or 2 players.
Design your DRAGSTER and race it against a
friend or the computer. Too heavy — it won't
move! Too clumsy — it crashes!
Revolving engines, crash noises, hiscore and
victory tune — superb sound and graphics.

BEWARE THE SUPER DRAGSTER! What is it?
Beat the computer — if you can — and find out.
Great game with cash prizes. Competition
details with each program. Previous knowledge
of dragsters not required. A winner every month
— it could be you. Only £5.95 inc p&p.

Cheque/PO to: BUGBEAR, Dept W, Nicholson Buildings,
Templetown, South Shields, Tyne and Wear, NE33 5RZ.

WANTED URGENTLY

Arcade-type games programmes for Spectrum, ZX81,
Vic20, Oric, Dragon, BBC Micro and Lynx.

We pay top royalties or buy your copyright for
cash. National mail order and dealer sales ensure
you get the best reward for your genius.

Write or call into

NORTHWISH LTD

THE GROUND FLOOR, RALLI BUILDINGS
STANLEY STREET, MANCHESTER

M3 5FD

or Phone 061-832 9143



We Pay Hard Cash for Software

ZX81 GRAPHICS

ZX81 GRAPHICS STARTER PACK £4.95

Four 1k Graphics programs on cassette with twelve page illustrated explanatory manual.

ZX81 (16k) MULTIGRAPHICS £6.90

Cassette and 20 page illustrated manual.
Prepare screen displays mixing graphics (created with an 8-directional sketch pad)
and 3 sizes of text, including lower case lettering. Animation. Two SAVE
procedures, output to ZX Printer etc.

"An outstanding program... I am discovering more in it all the time." Dr. B. L., London.

Send s.a.e. for further details

From leading computer stores or by mail order
Prices all inclusive. Full money-back guarantee

Dept. PZ, BRIDGE SOFTWARE,
36 Fernwood, Marple Bridge,
STOCKPORT, Ches. SK6 5BE

Bridge
Software



SHADOW SOFTWARE

presents

"CHAMPIONSHIP DARTS" for the DRAGON 32

A superb simulation of the popular pub game, recreating all the
excitement, atmosphere and tension of top class darts.

Features include:

- * Superb graphics and sound
- * On-screen scoring
- * Full tournament rules
- * Selectable game length
- * A graphic reward for hitting 180

Can you become the first darts player in the world to produce a 9-dart
finish on television?

Available now for only £5.95 totally inclusive

All orders are despatched within 24 hours of receipt
**SHADOW SOFTWARE, 8 HALLGATE, THURNSCOPE,
Nr ROTHERHAM, S. YORKSHIRE S63 0TU
TRADE ENQUIRIES WELCOME**

DRAGON

SHARP MZ 80K

NEW!

**TEXT ON HIGH-RES
GRAPHICS FOR DRAGON**

A 2.5K sub-routine that produces text of all
sizes and colours in any mode or high-res
graphics. Easy to use directly from the
keyboard and allowing full use of inkey\$
print at and numeric variables. £7.95

WANTED URGENTLY

Dragon, Oric and Lynx programs, we pay
excellent royalties or purchase the copy-
right for cash.

Maths Tutor — A set of programs for
teaching maths to children (3-10 yrs)
£5.00

Games Packs: £6.50 each

(1) Bowling, UFO, Muncher, Micropoly,
Mastermind. (2) Race-Chase, Depth
Charge, Motor Cross, Glorious 12th,
Canyon Bomber. (3) Tank Battle, Reaction
Time, Blind Maze, One Man and His Dog,
Life.

Adventure programmes:

Devils Triangle — Sail to Bermuda but
avoid the Devils Triangle where anything
can happen. £5.00. **Earth Rescue** —

Search the Universe for a rare mineral
needed for Earth survival — space action.
£5.00. **Desert Patrol** — Cross the desert if
you can! £4.00. **King of the Valley** — Try

to rule a kingdom and its people. £3.00.
Business — Mailing List £15.00, Payroll
£25.00, Stock Control £15.00, Home Fi-
nance £7.00, Tax Calculator £4.00. Many
more programs available SAE for details.

ABACUS

ABACUS SOFTWARE

20, Rotherham Ave, Sharps Park, Bolton BL1 6PP

Telephone: 0204 527226



It's kids stuff!

P Yeandle presents a program that will help even young children to draw intricate designs.

The high power graphics commands on the DRAGON 32 enable intricate designs to be created even by a novice programmer, and this program will extend those facilities to those who do not have any programming ability, notably young children.

After selecting one of the two colour sets, the user can move a coloured line

around the screen merely by pressing the four arrowed keys. Although this may be enough for very young children, there are additional commands to improve the sophistication of the drawing. These are the one key commands:

C Alter the COLOUR of the drawing line. After the C, press one of the number keys 1—4, remembering that 1 is the code for background colour and so is

invisible. It can be used to erase lines. The program automatically adjusts for whichever colour set has been selected.

B BLANK the screen for a restart.

P PAUSE the drawing line until another arrow key is pressed.

S Alter the SPEED of the drawing line between 0 (slow) and 9 (fast). The program begins with a medium speed.

R RESET the colour of drawing line at background value for erasing. To start drawing lines again, the colour code needs to be changed.

M MOVE the drawing point to another part of the screen. This assumes the screen has width (0—255 horizontal) and height (0—191 vertical). The 0,0 point is the top left-hand corner. Try this command after you have mastered the others.

E END the program.

Full instructions are available within the program. Happy doodling!

```

10 *****
20 ***      D O O D L E      ***
30 ***              E Y      ***
40 ***      P YEANDLE      ***
50 ***      POOLE      ***
60 *****
70
80 PRINT "DO YOU WANT INSTRUCTIONS - Y OR N"
90 A$=INKEY$: IF A$="" THEN 30
100 IF A$="Y" THEN 520
110 L=12
120 INPUT "COLOUR SET - 0 OR 1"/: IF 0<0 OR 0<0 THEN 120
130 FMODE 3,1: SCREEN 1: S
140 M(1)=255: M(2)=191
150 D$="" : FCLS: DRAW "BM128,96"
160 A$=INKEY$: IF A$="" THEN 250
170 IF A$=CHR$(8) THEN D$="L1" : X=L
180 IF A$=CHR$(9) THEN D$="R1" : X=L
190 IF A$=CHR$(10) THEN D$="D1" : X=L
200 IF A$=CHR$(94) THEN D$="U1" : X=L
210 IF A$="C" THEN 480
220 IF A$="B" THEN 150
230 IF A$="P" THEN D$="" : X=0
240 IF A$="E" THEN END
250 IF A$="R" THEN D$="C1" : X=0
260 IF A$="M" THEN 350
270 IF A$ "<" "S" THEN 320
280 A$=INKEY$: IF A$="" THEN 280
290 IF A$ "<" "0" OR A$ ">" "9" THEN 280
300 L=27-(ASC(A$)-48)*3
310 X=L
320 FOR K=0 TO X:NEXT K
330 DRAW D$
340 GOTO 160
350 D$="B" : X$=""
360 FOR R=1 TO 2
370 X$=""
380 B$=INKEY$: IF B$="" THEN 380
390 IF B$=CHR$(13) THEN 420
400 IF B$ "<" "0" OR B$ ">" "9" THEN 380
410 X$=X$+B$: GOTO 380
420 X$=RIGHT$("000"+X$,3)
430 IF VAL(X$)>MCR THEN X$=RIGHT$(X$,2)
440 D$=D$+X$
450 IF R=1 THEN D$=D$+","
460 NEXT R
470 GOTO 330
480 B$=INKEY$: IF B$="" THEN 480
490 IF B$ "<" "1" OR B$ ">" "4" THEN 480
500 D$="C" +CHR$(ASC(B$)+5*4)
510 GOTO 250
520
530 ***      INSTRUCTIONS      ***
540

```

Continued on page 37

SPECTRUM UPGRADE

(ISSUE 2 MACHINES ONLY)
UNBEATABLE VALUE

 **ONLY £24.50** 

SEND NOW TO UPGRADE YOUR SPECTRUM FROM 16K TO 48K, SIMPLE INSERTION, NO SOLDERING REQUIRED. FULL INSTRUCTIONS SUPPLIED

ALSO AVAILABLE FOR THE

VIC20



The VIXEN RAM CARTRIDGE for the Vic20. Switchable between 16K or 8K and 3K. Gives you the option of full 16K Ram or 8K and 3K Ram in one package. Simply plugs into the rear expansion port and fully compatible with all motherboards and modules available. No re-addressing of existing BASIC programs needed. **£39.95.**

ZX81



The unique ZX-PANDA the professionally produced 16K RAM PACK that is expandable to 32K simply by plugging in our expansion module. Solidly built, attractively cased to fit perfectly on to ZX81 without wobble. Includes LED power indicator.

16K expandable RAM **£19.95 inc.**
16K expansion module **£14.50 inc.**
or full 32K **£34.95 inc.**
or the really big one 64K at
£44.00 + £2.00 p&p.



ZX81

A replacement keyboard with a calculator type feel. Peel off backing and press to fit. Incredibly low price at **£10.00 incl p&p.**

SPECTRUM

A 42 key full travel keyboard. Simply unscrew the ZX printed circuit board and screw it into the keyboard case. No soldering required. **£29.95 + £2.00 p&p.**

FOX ELECTRONICS
141 Abbey Road, Basingstoke
Hants RG21 9ED. Tel: (0256) 20671

OVERSEAS CUSTOMERS PLEASE ADD £2.50 POST AND PACKING

ITEM	QUANTITY	PRICE	TOTAL

Name.....

Address.....

VOLCANIC DUNGEON CHAMPIONSHIP



WIN A FABULOUS wings HOLIDAY FOR 2 TO FLORIDA.

VISIT THE AMAZING NEW EPCOT CENTRE

Volcanic Dungeon, the addictive adventure. People have been known to venture into its maze of caverns to rescue the Princess Edora again and again. If you are one of them, or wish to be, then you could find yourself lying on a sun-drenched beach in Miami for a week. Followed by a further week at Orlando, visiting Disney World and Epcot. So what do you have to do for all this? **Just be the best Volcanic Dungeon player in the UK, that's all!** Ten finalists will battle it out in the championship at the London Computer Fair, Earl's Court, in June 1983. **But first you must prove you are worthy.**

Volcanic Dungeon is available on the 16K ZX-81, 48K Spectrum and Dragon 32. An entry form is supplied with every game. (Anyone who already owns the original ZX version can enter by sending a SAE for an entry form.) **Order your copy NOW from CARNELL SOFTWARE, 4 Staunton Road, Slough, Berks. Only £5.00 including P&P. Also available from good microcomputer stores.**

The 'Judges' decision is final and no correspondence will be entered into. All business associates of Carnell Software, and their relatives, are disqualified from entry. A copy of the rules of the Volcanic Dungeon championship will be supplied with the entry form.



```

from page 35 550 CLS 6
560 PRINT "          D O O D L E"
570 PRINT@ 64,"THIS IS A DRAWING PROGRAM USING SIMPLE ONE KEY COMMANDS"
580 PRINT@ 160,"TO DRAW HORIZONTAL OR VERTICAL LINES , PRESS THE
APPROPRIATE"
585 PRINT@ 224,"ARROWED KEY."
590 PRINT@ 288,"2222 YOU MAY ADJUST THE SPEED          AT ANY TIME BY
PRESSING 5"
595 PRINT@ 352,"          FOLLOWED BY ANY KEY 0 - 9"
600 PRINT "          0 SLOW    9 FAST"
610 GOSUB 800
620 CLS 2
630 PRINT@64,"C COLOUR CHANGE PRESS A NUMBER    1-4 AFTER IT. NOTE THAT
1 IS"
640 PRINT@128," THE SAME AS THE BACKGROUND"
650 PRINT@192,"P PAUSE"
660 PRINT@256,"R RESET - CHANGE COLOUR TO          BACKGROUND TO ENABLE"
665 PRINT@320," LINES TO BE ERASED."
670 PRINT@384,"E END PROGRAM RUN."
680 GOSUB 800
690 CLS 6
700 PRINT "M MOVE DRAWING POINT.KEY NEW          START POSITION AS FOLLOWS :-"
705 PRINT@64,"          HORIZONTAL (0 - 255)          VERTICAL (0 - 191)"
710 PRINT "PRESS 2222 AFTER EACH "
720 PRINT@192,"C COLOUR CHANGE. FOLLOW THIS          WITH NEW COLOUR CODE"
730 PRINT@256,"000000 2222 0          000000 2222 1"
740 PRINT " GREEN          1          BUFF"
750 PRINT " YELLOW          2          CYAN"
760 PRINT " BLUE          3          MAGENTA "
770 PRINT " RED          4          ORANGE"
780 GOSUB 800
790 GOTO 110
800 PRINT@448," PRESS 2222 2222 TO CONTINUE"
810 A$=INKEY$: IF A$="" THEN 810
820 IF A$<>" " THEN 810
830 RETURN
    
```

TASWORD THE WORD PROCESSOR

48K
SPECTRUM

*"Very good value and great fun to use."
"Unreservedly recommended."*

Popular Computing Weekly 19/8/82 - ZX81 Tasword

Now your Spectrum becomes a word processor with TASWORD. All the features of the ZX81 Tasword plus many extras. Designed to fully utilise the capacity and capabilities of your 48K Spectrum. More than 6K of machine code, a Basic program, and a manual, to give you a usable and powerful package.

Use TASWORD to produce your letters, essays, papers, records, lists, and for almost any task that requires the written word.

Whether you have serious applications or simply want to learn about word processing, TASWORD makes it easy and enjoyable.

TASWORD TUTOR

"an eloquent demonstration of Tasword's uses"

We send you a manual and a cassette. The cassette contains TASWORD and TASWORD TUTOR. This teaches you word processing using TASWORD.

£7.95 fully inclusive mail order price.

£1 DEMONSTRATION CASSETTE

See for yourself what TASWORD can do. Send just £1 for a demonstration cassette. This cassette contains the TASWORD program (with some facilities inhibited) and a text file which describes and demonstrates the performance and features of TASWORD. A voucher is included which gives you 50p off the price of Tasword.

TASMAN SOFTWARE

DEPT. PCWK

17 HARTLEY CRESCENT LEEDS LS6 2LL

ZX81 TASWORD

Tasword for the ZX81 (16K) is still available at £6.50. No demonstration cassette available but send 50p (refundable against your subsequent purchase of ZX81 Tasword) for a copy of the manual.

CLASSIFIED

Semi-display — £5 per single cc
Trade lineage — 20p per word
Private lineage — 10p per word

CALL DIANE DAVIS ON 01-839 2476 FOR SEMI-DISPLAY ADVERTISING

B & H SOFTWARE FOR THE DRAGON 32

Lunar 20K + Lander/Rescue
Fruit 20K + Machine
Horse Racing 20K +
Black Jack

ALL WITH SUPERB HIGH RESOLUTION GRAPHICS
TERRIFIC SOUND EFFECTS;
TOTALLY IRRESISTIBLE

Dept PCW1
208 King St
Cottingham
Hull

Only £10 for all four
(Please add 50p p&p)
Dealers Welcome

A RETAILER for Sinclair accessories in the North of England. We are situated near the M1 and M62 motorways. As well as a complete range of hard and software, our service department can repair, modify or fit a wide range of accessories. Hours of business 10 am — 8 pm Tuesday to Saturday inclusive.

TELEPHONE PHILIP COPLEY ON 0924 272545
6 WESTLEY ST, OFFETT, W. YORKS
PLEASE RING FOR DETAILS OF OUR MAIL ORDER SERVICE

★★ LYNX SOFTWARE ★★

TAPE 1 — The Maze Game: find your way out of a 3D high-resolution maze.
Pac-Man: Eat the dots avoid the ghosts
Break-Out: Knock out the bricks or die
TAPE 2 — 3D Challenge: find your way out of a maze built inside a cube
Dodgems: Avoid the computers block car
£5 per tape from CLIVE CARTER, 110 Llancayo St, Bargoed, Mid-Glam CF8 8TP

Taito Jetflow Filled Goal Video Game. Surplus stock. Two inter-connected boards with connection instruction and circuit diagrams. Good value for components alone as includes four Eproms, one 68A00 plus 120 IC's etc.
£15 + £1.50 p&p
Tel: Kenilworth (0926) 59658

Elephant Software.

PUZZLES FOR THINKERS
ON ZX SPECTRUM
Free postage and packing
VANQUISHER 48K

The thinking persons train set. In this brain baffle, rearrange if you can, the jumbled letters of the word VANQUISHER via tracks and sidings. Score by time and moves. £5.20

PARAGRAM 16K
Can you rotate the 16 letters around into their correct order without getting perplexed. Score by moves. £4.95

ELEPHANT SOFTWARE
41 HAYMILL ROAD
BURNHAM BERKS SL1 6NE

UNEXPANDED VIC20 GAMES

CENTAPEDE
QUASAR
PACMAN
ROAD RACER
FRUIT

All of these Games are of excellent Quality and give brilliant Graphics, Sound and Colour

Now all of these superb Games are available on one cassette for only £5 inclusive

FROM: ARGON SOFTWARE
38 CRAWLEY GARDENS
LONDON N10 3AB

DELIVERY BY RETURN OF POST

SPECTRUM FORTH £5.95

All Forth Structures, full Spectrum Graphics, full instructions often faster than Jupiter Ace!
48K, order SP4 8J
16K, order SP 16J
Cheques/POs to:
MIKE HAMPSON
7 Hereford Drive, Clitheroe, Lancs BB7 1JP

BROKEN and USED ZX81s REPAIRED and BOUGHT

Telephone Harvey Brice on 01-699 5708
THE USED COMPUTER CENTRE



GAMES PROGRAMMERS

Palace software, part of a leading film and video company, is looking for games for Atari 400/800, BBC Model B, TI99/4A Spectrum, VIC 20 and CBM 64 for distribution in the UK, Europe and USA. High royalties will be paid for top quality and highly original material. Send samples to:
Pete Stone, Palace Software, 62-64 Kensington High Street, London W8 (Tel: 01-937 6258)

SPECTRUM MATHS

for Scientists and Engineers
first in series available now for 16/48K Spectrum
TCM1 & TSM1

TCM1: Solves cubic, quartic and quadratic equations with real coefficients. Gives complex or real roots.
TSM1: Subroutines of above for merging with other programs.

all in one cassette £4.95
plus 50p p&p. Cheques/POs to
Dr T C CHOY
19 Clifton Villas, London W9

DRAGON 32 SOFTWARE LIBRARY

Selected quality tapes.
Suppliers permission.
Free programming aid.

Cotswold Computers
Hook Norton, Oxon.
Tel: Hook Norton 737472
SAE for details

DRAGON and TRS-80C USERS NEED

Extended Basic Converter
Load Dragon programs on Tandy
Load Tandy Programs on Dragon
Tape £7 (inc p&p) from
F. Philbrow, 43 Grasmere Road, Gatley, Cheshire SK8 4RS

SPECTRUM EPROM CARD (£19.50). Plugs into a motherboard. (2 slot £16.95). Uses unused Rom space 14592-15615 and 2516-2716 (2K) and 2532 (4K) EPROMS. Tape controller optional extra (plus £3.45).

Many possible uses including special character sets, machine code and Basic. 6115 (2K) Ram+ADAPTOR (£9.95) plugs into Rom card. EPROM 51 (2K) (£9.95) programmed with RENUMBER (including GOTO, GOSUB, RESTORE, etc). SPRITE characters printed from any start position, any magnification, rotated and reflected. WORD PROCESSOR for preparation of TEXT with justification. UDG character sets + many others.

Also available ZX81 EPROM-READ CARD (£8.75), EPROM 1 (with BREAKOUT, LIFE and TOOLKIT (8.25), 2716 EPROM PROGRAMMER (£29.75), 25U P.S. (for programmer) (£8.50).

P+P £1 (UK only), £2 (overseas).
SAE please for extra details. ORME ELECTRONICS, 2 Barrister Road, Camborne, Cornwall.

ZX SPECTRUM owners get: THE KEY

The ultimate back-up copier!

THE KEY allows you to back up any of your favourite programs onto another tape. Comes on tape with full instructions. Send

£5.95

to: KEYSOFT, 6 Bruce Grove
Tottenham, London N17 6RA

WANTED BROKEN ZX81s

£8 paid for your non-working 1K ZX81 (£10 if you include PSU, manual and leads)

Send to Telford Electronics
26a Bradford St, Shifnal, Shropshire

SINMAX CARTRIDGES ATARI VC SYSTEM (4K)

Sinmax video games cartridges are designed to fit Atari VC system and are available in four different programs.

1. SPACE ROBOT
2. ASTROBATTLE
3. MISSION IMPOSSIBLE

These high quality newly developed video games are priced at only £13.95 (p&p included), or all four at £52 (p&p included). Full instructions included with each cartridge (allow 28 days for delivery).

Comtec Systems (Dept PWK)
70/71 New Bond Street, London W1

CLASSIFIED ADVERTISING RATES:

Line by line: For private individuals, 10p per word, minimum 10 words.

For companies, traders, and all commercial bodies, 20p per word, minimum 20 words.

Semi-display: £5 per single column centimetre, minimum length 2 cm. (Please supply A/W as PMT. Or supply rough setting instructions.)

Conditions: All copy for Classified section must be pre-paid. Cheques and postal orders should arrive at least two weeks before the publication date.

If you wish to discuss your ad, please ring Diane Davis 01-839 2476.

Here's my classified ad.
(Please write your copy in capital letters on the lines below.)

Please continue on a separate sheet of paper

I make this words, at per word so I owe you £

Name

Address

Telephone

Please cut out and send this form to: Classified Department, Popular Computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2

BROKEN YOUR TV/COMPUTER JOYSTICK?



Inside your joystick handle is a white plastic insert. (The main cause of failure.) Stronger insert replacements now available. Supplied with full fitting instructions allowing you to be back in action in seconds.

Send £2.50 per inc. p&p to:
Computer Supplies (Dept. PCW),
146 Church Road, Boston,
Lincs. PE21 5JX

WANTED

Programmer to switch ZX81 program to run on Apple. Fees by arrangement. Letters only please to:

Sussex Software, 57 Bexhill Road, Eastbourne, E. Sussex

ATARI 400/800 16K OWNERS PLAY SUPER BULLION RAIDERS FOR ONLY £4.95

Cheques/PO to

M. Granata, 36 Denton Drive,
Wallasey, Merseyside

We are seeking good quality, original, de-bugged games and utility programs for the ZX81 (1K-16K). We are offering an attractive remuneration package for the right program stock. Write to us at:

Dial Grove, 10a James Street,
Covent Garden, London WC2

You will be pleasantly surprised by our approach.

MAKE YOUR OWN QUALITY JOY-STICKS for the Dragon 32 for only £5 each! For instructions send sae plus 50p cheque/PO to 37 Louise Street, Chester.

ATARI 400/800 software club. Join now. Sae for details. Castle games, 44 Augusta Close, Rochdale, Lancs. Tel: (0706) 59602.

ZX81, 1K with leads, manual, boxed, hardly used, £35. 29 Fylingdale Way, Wollaton, Nottingham.

ASTEROIDS, Scramble, arcade game for all Spectrums, £3 to Mr J. A. Loach, 8 Cottesford Close, Hadleigh Suffolk IP7 5JA. (Cassette).

ESCAPE ALIVE! ZX81 16K, Graphic Adventure-style game. Loads in two parts: Instructions + game. Only £4. A. C. Whittington, 19A Dover Road, Walmer, Deal, Kent CT14 7HR.

WANTED: Home computer with business applications. Phone 0908 77152.

TELETEXT ON YOUR SPECTRUM: ZX TEXT 83 lets you create your own teletext system (900 pages). Similar to Ceefax and Oracle. Full colour, graphics, flashing, inverse video, 24-hour clock with alarm, even the engineering test pages — it's all here! Cassette £4.95 complete with sample system, full instructions and 12-month guarantee. Details (sae), Iain Stewart, 17 Torry Drive, Alva, Scotland FK12 5NQ.

PSYCHOMANIA CASSETTE. Vic20 unexpanded, contains Don't Panic, King Kong, Hawklord and Pontoon. Rush around the maze of ladders and walls, dig holes and watch the oxygen in Don't Panic! Will you stop King Kong? Includes barrels, lifts, ladders and Kong! Battle against the Imperial star forces in Hawklord. Stunning graphics, weeks of entertainment. Keyboard or Joystick. All for £4.95. P. Robinson, 24 Butterfield Road, Bolton BL5 1DV.

SOFTWARE EXCHANGE. Swap your used software via our club. FREE membership. £1 per swap. Most computers included. Sae for details. UKSEC, 15 Tunwell Greave, Sheffield, S5 9GB.

BBC SOFTWARE

For 32K 'A' and 'B' machines

Beowulf — High resolution adventure game.
Bach — Colourful music program to enjoy.
Space Academy — Work your way up the ranks.
Driving Test — Do you know the Highway Code?
England — Colourful puzzle and two-part quiz.
Junior education and childrens programs also available. SAE for details.
£5 each incl. £8 for two. Mail order only.
SWIFT LINK SOFTWARE
118-120 Wardour Street, London W1V 4BT

COMMODORE 64

£264.00 (excl VAT)

64 Programmers Ref Manual £15.95

Tel Chris Gurney, Dave Walsh or Floyd Paterson

Tel: 01-969 4658 or send SAE

Image Science Micro Computers Ltd

189 Freston Rd, London W10 6TH

or cheques P/P (add 15% VAT and £8 for p&p Securicor delivery)

"MURDER ON SPEC" for 16K Spectrum:

A brain-teasing whodunit game for 1-7 players: 60 suspects, solutions with motives, graphics, in 4 parts covering far more than 16K: £5.50

"CRICKET ON SPEC"

Summer's coming! Refreshing 16K game with full range of shots, complete scoreboard. £4.50

MICROJUICE

46 Aingers Rd., London NW3

SOFTWARE FOR APPLE 2, games, visicalc, Applewriter, sae full list. Hardacre, 24 Southernhay East, Exeter, Devon.

ATTENTION! Quality games software for ZX81 with/without QS Character board. Send sae for free catalogue to: Mark Andrews, 44 Eaglesham Road, Newton Mearns, Glasgow.

EAST LONDON. Software for Sinclair, Vic and TRS-80. Sae for catalogue to 79 Mitcham Road, London, E6. 01-471 7040 for appointment to visit.

WORLD INFO. A database of information about the modern world. Use your 48K Spectrum as a reference book on Heads of State, Wars, Potential Wars, types of regime, Human Rights and much more. It's a datafile for use with Campbell Systems' Masterfile, the standard advanced database system for Spectrum, £5. PHONES keeps track of your phone bill. Times, calls, costs them, assigns them to person using phone. Good for flat sharers or several people using the same phone, £4.50. Send sae for more details of above programmes. WIMSOFT (PCW), 20 Brookside Road, Wimborne, Dorset, BH21 2BL.

IT'S NEW, IT'S EXCITING, it's 3D HUMMER HOUSE OF HORROR, from S. Curtis software. Fight monsters and rescue the maiden before she's eaten! An adventure not to be missed, £5.50, 48K Spectrum. Also BRICK-SMASH, fast m/c game, £4.50, 16/48K Spectrum. Cheques/PO payable S. Curtis, 8 St Andrews Avenue, Bulwark, Chesham, Gwent.

DUST COVERS AVAILABLE for any computer, printer etc. BBC, TI, Epson, £3.95. Dragon, Atari, Vic20, £2.95. Sharp MZ-80A-K, £4.95. For others please phone or write to Sherborne Designs, Victory House, 8a The Rank, North Bradley, Trowbridge, Wilts. Tel: 02214 4425. Also made to measure service. Dealer enquiries welcome. Access and Barclaycard.

VENTURE-LAUNCH SPECIAL

Miratec Systems Roulette

Play full Las Vegas Rules and stakes at the Dry-Gulch Casino! Includes "Sudden Death", automatic self-play gambling system with 3:1 chance.

Colour and sound on full 48K Spectrum £9 or SAE for details: immediate despatch from stock.

Only by Mail Order direct from

MIRATEC SYSTEM LTD

115 Acre Lane,

Cheadle Hulme

Cheshire SK8 7PB

MAKE MONEY

out of your hobby. We urgently require quality original games and educational software. Top rates paid for new and novel ideas.

Write to:

SMT (Trading)

4 Bengal Lane, Greens Norton
Towcester, N'hants NN12 8BE

JUPITER ACE USERS CLUB

Newsletter, Software (both games and utilities), and adaptor for ZX81 ad ons S.A.E. for details to

REMISOFT

18 GEORGE STREET

BRIGHTON BN2 1RM

★ ★ ★ HARD COPY ★ ★ ★ DRAGON 32

Basic Programs 1p a line

M/C Disassembled printed as source

45p per K

TRS/80 Mod 1 Level II — Video Genie I

Basic Programs 1p a line

Source code 35p per K

Send SAE for sample of all code

Min charge 80p Cheque/PO

MJD (PW), 1 NORFOLK ST,

LINCOLN, LN1 1RQ

CASSETTE LABELS PRINTED, self-adhesive, any amount, Sae samples. Six-Jays, Swanpool, Falmouth, Cornwall.

PERSONAL COMPUTERS bought for cash. Morgan Camera Co, 160 Tottenham Court Road, London, W1. Tel: 01-388 2562.

ATARI 400/800 OWNERS. Play Super Bullion Raiders for only £5.95 inc. Cheques/PO to M. Granata, 3c Denton Drive, Wallasey, Merseyside.

ZX SPECTRUM, 16K, Colditz Escape, Voyager, Spectralpede, Lunar Landing, Bomber, Air-Sea. All use colour graphics, sound with machine code. Only £2.95 plus p&p 55p, to Sovereign Software, 25 Merrybrook, Hampton, Evesham, Worces WR11 6QF.

DISKS Continuous labels ect, at discount prices. Call for lists Amersham (02403) 7540, Luton (0582) 412215.

T199/4A plus cassette lead, Ti-Invasors, new, £190. 9 Rawnsley House, Manchester Road, Bradford 5, (evenings and weekend).

COLOUR GENIE Football Pools program + free tape for saving records, screen/printer output, £7.95, also for 16/48K Spectrum £4.95, ZX81 (no tape) £4.00. M. W. Holman, 60 Camperdown Street, Bexhill, Sussex, TN39 5BE.

VIC20 + 8K + Super Expander, Invaders, Alien, Chess + Adventure Land cartridges, + books + cassettes, £190 ono. Tel: 01-808 6450.

SPECTRUM COPYCAT. Back-up copy, all your favourite programs. Also includes tape header display. Cassette £3.50. Beacon software, 39 Eridge Gardens, Crowborough, Sussex.

NEED TO PLAN AHEAD WYPLAN PROJECT PLANNER

The fast, easy, flexible method. Features include choice of output, bar charts, histograms, critical/non-critical items up to 1,000 events. Resources: printer: units in weeks, days, hours; M/C and much more. 48K Spectrum.

£25 with manual. Cheques/POs to:

WYPLAN SOFTWARE

26 Hillrise Drive,

Market Weighton, York

Got a **DRAGON 32** or **TANDY TRS80** colour computer? Then you need your own monthly magazine **RAINBOW** for colour computer users. Send £1.95 and large 26p s.a.e. for sample issue to ELKAN ELECTRONICS (Dept. PWK), FREEPOST, 28 Bury New Road, Prestwich, Manchester M25 6LZ. Telephone 061-798 7613 (24-hour service).

WANTED URGENTLY

Original machine code and arcade quality games, utility programs, educational and business software for Vic20, ZX81, Spectrum, BBC and Acorn. Best prices paid for copyright purchase

Rainbow Research, 288 High Street
Ponders End, Enfield, Middx 8055455

DRAGON SALES AND SERVICE

West Devon Electronics

15 Station Road,

Horrabridge, Devon

Tel: Yelverton (0822) 853434

Fast reliable service. Open some evenings. All repairs carried out in our own workshop.

EXPANSION Interface 16 or 32K Ram with mini disk DRWE 1, for TRS80 model 1. Tel: 01-229 0986.

CENTRONICS / 737: Parallel Printer, only 6 month's old, £120. TEAC 5.25 inch floppy drive, brand new, only £100. Tel: (0924) 277640.

VIC20 JELLY MONSTERERS. Improve your scores with my easy-to-follow routes for all screens. Rush £1 to Andrew Buck, 8 Carey Parc, Helston, Cornwall.

UK 101 with CEGMON giving 42K memory. Monitor, joystick and software included, £200 ono. Phone 021-453 7200.

Computer Swap 01-930 3266

Free readers entries to buy or sell a computer.
Ring 01-930 3266 and give us the details.

Spectrums for sale

16K SPECTRUM, still in box, only 3 months old, £115. Tel: 051-608 4623 (anytime).

SPECTRUM 48K, as new, £125. Tel: Bracknell 57908.

ZX SPECTRUM 16K, complete with horizon tape, Gulp Man + Space Invaders, £110. Tel: Earls Wood 2143 after 6 pm.

SPECTRUM, 48K, as new, £285 of extras, Printer Paper, Assembler, m/c Book, software Hobbit, Chess, Flight Simulator, + 12, only £220. Dorset, Tarrant Hinton 240.

16K SPECTRUM, 4 months old + manuals and software including Night Flite, £110. Tel: 01-460 7838.

SPECTRUM 16K, + £60 software, + Spectrum handbook, + mags, £140 ono. Tel: 061-969 5842.

ZX SPECTRUM 48K date version, boxed, plus software, cassette deck, ZX printer, 5 rolls paper, manuals, ZX magazines, speech, teletype printer interface etc, £225. Tel: 0293 24504 (after 6 pm).

48K SPECTRUM, + printer + lots of software, consul + mags, worth £325, offers. Tel: 0803 22058.

16K SPECTRUM wanted for 3 months old rack system music centre in upright cabinet, worth £175. Tel: 297 5047 (anytime).

16K SPECTRUM, leads, PS software, £115. Tel: 01-886 8391 after 5 pm.

SPECTRUM 48K + software worth £65, + tapes + mags, £200 ono. 01-591 1719.

SPECTRUM, 48K, Alba cassette recorder, books and games, Hobbit, Timegate, £190 ono. Tel: Canterbury (0227) 87483 (anytime).

SPECTRUM, 16K, 2 months old, mint condition, boxed as new, £100. Tel: 01-348 5668.

48K SPECTRUM, case, over £150 of s/w, books + mags, 4 months old, £200 ono. Tel: Wickersley (0709) 546587 (anytime).

SPECTRUM 16K, manuals, software, leads, £100 ono. Tel: 01-571 2870.

ZX81s for sale

ZX81, 16K + manual, File 60, keyboard, mains back-up, still under guarantee, £80. Tel: Potters Bar 58905.

ZX81 1K with one book, £20. Tel: 0908 72828 (evenings).

ZX81, 1K, leads, PSJ, manual, unused, £25 ono. Tel: 01-898 2644 (6 pm).

ZX81 16K, printer, all leads, Flight Simulation, software, banking system software prog, £95 ono. Tel: Tottington 5937.

ZX81, 16K, Dean keyboard, £20 of software, manuals, £90 ono. Tel: Kettering (0536) 710682 (anytime).

ZX81, 16K, keyboard + printers + 3 spare rolls, books + software, 30 cassettes, including Chess, 3D Defender, Sinclair Learning Lab, Ideal Starter kit. Offers around £135. Tel: 01-363 6075 (evenings only).

ZX81 PROFESSIONAL keyboard, 16K, software, £80. Tel: Wakefield 272285.

ZX81 16K, joystick, 8 tapes, 3D Monster Maze + Super Sloop etc. 6 books, mags, £75 ono or sold separately. Tel: Cranley 274153.

ZX81, 16K, hardly used, software, £80 ono. Tel: 01-363 0996 (anytime).

SINCLAIR ZX81, + 16K, + keyboard + extra repeat key, £60. Software, new, £160. £110. Tel: Hemel Hempstead 54763.

ZX81, 16K, leads, manual, 8 tapes including Chess, 3D Defender + 4 books + magazines, £70. Tel: Stan-ford-le-Hope (0375) 671793.

16K ZX81, graphics board, inverse module, console, joystick, keyboard, magazines, books, £120 software. Offers over £150. Tel: Johnston 21027, Allan.

ZX81 16K, leads + manual, excellent condition + 5 books, 4 mags, 5 games, £70 ono. Tel: 041-644 1367.

Commodores for sale

VIC20, 16K + super expander + tape deck, instructions to Basic part 1 and 2, £340, software included. Gorf + Omega Race. Vic books and magazines. £320. Tel: Swanley 67514.

VIC20 19K stack store board, cassette unit, 4 slot M/Board, 4 cartridges, 11 software tapes, intro to Basic 1 + 2 books, joystick, £315. Tel: 01-788 8272.

VIC20 + cassette deck + dustcover, still under guarantee, books, software, £150 ono. Tel: 021 327 4986.

VIC20 plus cassette unit, Star Battle, Avenger and Super Lander cartridges, Asteroids-type game, Blitz, and one joystick, £125. Telephone: 01-654 3269 evenings.

COMMODORE PET 2001, 8K monitor + 2 cassettes, checked by Commodore dealer with books and games, £185. Tel: Chalfont St Giles 2436.

COMMODORE PET, 32K, Basic 4, cassette deck, manuals, dust cover, as new, £425. Tel: 01-363 8901 (after 6 pm) Nick.

2001 PET, including tape deck, software, manuals, basic courses, took kit, manual, sound board, hard copies, mags etc, £225, or swap for Atari 400. Tel: 061-973 8846.

VIC20 cassette recorder + printer, 8K Ram + Hi-res cartridge, mother board, books, dust covers, and printer paper, mint condition, worth nearly £600 will sell £450. Tel: 01-505 3747.

16K VIC20 + cassette deck, lots of software, Adventure cartridge, joystick, £180 ono. Tel: Preston 0772 744439 or swap for 48K Spectrum + printer.

VIC20, 32K + cassette unit, 4 slot M/Brd, with three cartridges, joystick, programs ref guide, Vic revealed, mastering Vic20, books + intro to Basic Part 1, over magazines, including Vic Computing, over £1,000 software, dust cover, £1,500 approx value, sell for £395 ono. Tel: Peter on 01-942 0808 after 5.30 pm.

VIC20 + tape deck, 3K, 6 games + Beginners Reference Guide + magazines + Myriad, £230. Tel: 01-580 4741, ext 82, 9.30 am to 5.30 pm, Mr C. King. Tunbridge Wells 29157/after 7.30 pm.

VIC20, 3K expansion, cassette + joystick + software, 3 months old, still boxed, £175 ono. Tel: 07072-68496 (evenings).

VIC20 + cassette, books and cartridge, offers. Tel: 01-459 2571 (anytime).

VIC20, hardly used, as new, £100. Tel: 01-529 0377.

COMMODORE 3032 PET + CZN cassette unit + s/w, £325. Tel: 0205 73605.

COMMODORE VIC20, 8K Ram, cartridges, £25. Tel: 0442 58200.

VIC20, 16 colours, 4 sound, k/b, 2 languages, leads, s/w, £80. Tel: 01-435 5119 (anytime).

VIC20, CZN cassette basic part 1 + 2 prog ref guide 8K Ram, 2 games, 1 maths 2, swap for Spectrum 48K. Tel: 01-856 2623.

VIC20 + CASSETTE UNIT 3K extra Ram, intro to Basic 1, Vic Revealed, manual, £140. Tel: 01-205 9406.

COMMODORE 4032, 12in screen, version 4 Basic, with cassette deck, £450 ono. Tel: 0600 4443 (after 6pm).

Acorns for sale

ACORN ATOM, 12K + 12K, 6522 chip, joystick, colour board, 20 games, £200. Tel: 01-456 3383.

BBC MODEL B, 30 hour basic + other books plus leads, software, £400 as new. Tel: 01-520 2664 (any time).

ACORN ATOM, 16K + 13K Ram, floating point + m/c monitor/dis-assembler, in Rom, 300/2400 band tape interface, 3 amp PS + s/w, £135 ono. Tel: 061-775 0209.

ACORN ATOM, 12K Ram 12K Rom, all leads, manual, vgc, lots of Arcade s/w, £120 ono. Tel: Billericay 51760.

ACORN ATOM, 12K Ram, 16K Rom, PS leads, tapes + listings, £180. Tel: Oxted 4819.

Ataris for sale

ATARI 400, 48K, 2 months old, manuals, Basic cartridge, programme recorder, £110, software, Atari joystick, Arcade type track ball controller, £370. Tel: 0209 890216.

ATARI VCS, excellent condition, 7 cartridges Space Invaders, Missile Command, Star Raiders, worth £280, accept £200. Tel: Guildford 38560 (evenings).

ATARI US — swap for ZX81 16K + cassette recorder. Tel: Skelmersdale 23209.

ATARI 400 + cassette recorder, 2 joysticks, £40. Books + software, swap for BBC Model B. Tel: 0253 57146.

ATARI VCS, 7 cartridges including Asteroids, Basic programming, £125. Tel: 01-394 0458.

ATARI 400, 48K, guaranteed, recorder, Basic, all manuals + books, £130 software, two joysticks, LE stick, original box, £375 only. Tel: 0702 559455 after 5 pm.

ATARI VCS + 12 cartridges, including Star Voyager, Laser Blast, Superman, £200 ono. Tel: Newport Salop 812388.

ATARI 800 system, 48K, disc drive etc, 100 discs, packed with software. New, worth £3,500, 4 months old. Highest offers takes away. Tel: Warrick 498909.

ATARI VCS plus 5 cartridges including Space Invaders, Missile Command, offers around £120 or will swap for a ZX Spectrum. Tel: Odiham 3445 after 6 pm.

ATARI VIDEO CONSUL with 4 cartridges, Combat, Golf, Space Invaders and Chess, £85 ono. Tel: 0742 682152 (anytime).

ATARI VCS, very good condition plus 4 cartridges, £90. Other cartridges for sale at £10 and £15. Tel: 0292 68705.

Tandys for sale

TRS 80 pocket computer with printer + charger, case, accessories, £100. Tel: 01-520 2664 (any time).

TRS 80 Model 3, two central disc drives, tape deck, all manuals leads, much software on disc + cassette, £1,400, new November. Tel: 01-572 2917.

TRS 80 Model 1, level II 16K, cassette deck, progs on cassette all manuals + Mags etc, £175 ono. Tel: 01-572 2917.

TRS80, 16K, expansion interface, £150 ono. Tel: Biggin Hill 71740.

16K VIDEO GENIE, sound board printer interface, over £200 software, inc word processing, assembler, basic compiler, £250 ono. Tel: 01-586 2925.

For sale

KANSAS + Commodore software, games + programs. Tel: 01-471 7040.

SWAP Mansion Adventure for Dragon 32 for any other game, not Star Raiders. Tel: 021-707 0083, weekends only.

POP COMP WEEKLY Nos. Vol 1 Nos. 1-36, Vol 2 No. 1-10. Tel: Luton 30170 (evenings — Peter).

G7000 including 3 cassettes, 3 months old, £70 or swap for Spectrum with laser difference. Tel: 01-876 4628 after 5 pm.

SWAP OR SELL 30K Spectrum programs, including The Hobbit, Cruising, Centipede, etc. Tel: (0602) 264851 evenings. Richard.

VIC20 cartridges to swap for my cassette software. Tel: Karim 01-387 8751, 6 to 10 pm.

SWAP Crazy Shoot-out cartridge for any other Atari or Thorn EMI cartridge. Tel: 01-567 9874 after 4.30 pm.

SOFTWARE cassettes for Vic20. Offers (10). Tel: Reading 665459.

SWAP TCR for any Spectrum software. Tel: Watton 832004.

VIC20 cartridges for sale, most at half price. Tel: Stevenage (0438) 811634 (6 pm).

TEXAS T.I.99, three months old, cassette interface cable, two software cartridges, cassette software + cassette recorder + manuals, £200. Tel: 061-338 2350.

SWAP JAWBREAKER + £10 for Thorn EMI Submarine Commander, or Soccer. Tel: 01-567 9874.

PIRATE COVE for Adventure Land. Tel: Abson 2477 after 6 pm.

Z80 SAUCERERS 48K, Basic Rom-pac. Offers. Tel: 0684 297709.

SWAP VIC VOODOO CASTLE for any other adventure game for Vic20. Tel: Swanley 66180.

VIC20 ROAD RACE CASSETTE, £4, first letter received, accepted, send no cheques. M. A. Valentine, 101A Underdale Road, Monkmoore, Shrewsbury, Shropshire, SY2 5EF.

INTERTON VC 4000, game cartridges, choice of 15, £8 each. Tel: 0429 68374 after 5 pm.

VIDEO GENIE, EG3003 with sound + lower case, new, £100 software, with manuals, £85. Tel: Durham 43964.

3K JUPITER ACE, as new + demonstration cassette, hardly used, two months old, £80. Tel: 01-399 5835, 4 pm to 9 pm.

MICROLINE 80 PRINTER + RS232 interface + forms tractor, current new price £330, yours for £230. Tel: 01-450 2543 before 8.30 am.

48K SPECTRUM, new, not used, unwanted gift, £145 ono. Tel: 04574 2293, Manchester area, office hours, Mr Worsley.

DRAGON 32, boxed, as new, with leads, 2 joysticks + software, £180 ono. Tel: 0204 40319 (anytime).

VIC20 cartridges, Road Race, Alien, boxed, almost new, £11 each. Tel: 0723 70023.

8K RAM CARTRIDGE + two games for Vic20, £30. Tel: Roger, Colchester 869194.

ZX81 cassettes, 60, £3 each. Tel: 01-878 6448 (A. Campbell).

VIC20. Swap Super Expander for machine code monitor. Tel: 061-445 6630 (after 4 pm).

ZX SPECTRUM, software swapping. Tel: Fareham 235929 for details.

VISICALC for CBM/Pet disc + chip, hardly used, accept £49 + 4,000 series tool kit, £19. 3000 series tool kit, £19. All perfect. Tel: Chester 675717.

GOT DIFFICULTY IN GETTING TAPES? Well, here is Fareham, Portsmouth and Gosport ZX Spectrum Club. Tel: Fareham 235929.

DRAGON 32 + 2 joysticks + 3 cartridges + 3 machine code cassettes + 2 books, £255. Tel: 01-876 3742 (After 4 pm).

SUPER EXPANDER wanted — swap for Sanyo personnel stereo. Tel: Sunbury on Thames 86185, evenings.

SPECTRUM software, Spectral Invaders, Orbiter, Schizoids, Night Flite, Meteoroids, £3.30 each or £15 the lot. Tel: 0352 57167.

CBM 64 + software (games etc), on tape, looks brand new, only 5 weeks old, little used + original boxes, £120. Adventure pack one + two are available in shops, more details. Tel: Wells 0749 74784.

TEXAS T.199 4A + Extended Basic cartridge, 3 games and cartridges, joysticks, swap for 48K Spectrum. Tel: Luton 54931.

VIC20 software to swap. Tel: 01-387 8751 6 pm—10 pm.

VIC20 GAMES, Adventure Land, Tank Attack, Defender, Chess and more, also programming books, cost £130, asking £80 ono. Tel: Guildford 68641.

JUPITER ACE complete with leads, power supply and manual, £70. Telephone King's Lynn (0760) 61598.

SHARP MZ80B, + 2 disc drives, P4 Printer, World Star, Mail Merge CPM, mint condition, input/output board, offers. Tel: 042 873 5947.

COMMODORE 64, educational games, from £7.95/£15.95. Tel: 01-450 4858.

VIC20, software to swap or sell. Tel: 01-387 8751.

FIDELITY VOICE Sensory Chess Challenger, 64 programmed book opening + Great Games, 10 levels of play, perfect condition, including case, £180 ono. Tel: 01-600 1200 extn. 274 (day); 01-898 2644 (evenings).

PART EXCHANGE Apple II EVRO plus 48K, + disc card, games, etc. Perfect condition for BBC or Sinclair, will collect. Tel: Brighton 508311, Leicester 0533 702472.

ZX81, 16K, + instruction book, must be in good condition. Londonderry area. Tel: Londonderry 860831.

DRAGON 32, unwanted gift, never used, including £50 games + books, £185 ono. Tel: 0592 759953.

C2N cassette unit for Vic20 or Com 64, almost new, £39 ono. Telephone 01-748 8178 (after 4.30 pm, evenings or weekends).

PRINZTRONIC VC6000 Games Console, nine cartridges, Invaders, Spacewar, £110 ono. Tel: Coalville (0530) 36843 (4 pm).

SHARP MZ80K, 48K, dust cover, software, £290 ono. Tel: Camberley 27871 (6 pm).

SINCLAIR ZX81 16K, full size keyboard + case, 12" black and white TV training manual + cassette, books, 10 cassettes including Chess + Flight Simulation, £155 ono. Tel: 01-989 8956 (evenings).

T199/4A, 2 months old, new accessories, 3 games on cassettes + remote controllers + cassette lead, + extra leaflet, £150. Tel: 01-800 1851.

DRAGON 32 with 8 months guarantee plus joysticks, book, cartridge, Chess etc plus 3 games, tapes, £200. Tel: (603) 409 534 (evenings).

HOME COMPUTER (not ZX81), exchange for Quadrophonic stereo receiver. Tel: (0977) 700702.

JUPITER ACE, complete, unused, + all leads, £75 ono. Tel: 051-428 6281 (evenings).

JUPITER ACE + 6 games, £75 ono. Tel: 01-450 3449.

TEXAS instruments, extended basic language cartridge, excellent condition, £70. Tel: Northwood 22559.

T199/4A phc cassette lead with TI Invaders and Munchman cartridges, Texas games cassette, six months old, perfect condition, £140 ono. Tel: Northwood (Middx) 22559.

COMMODORE 16K Ram pack + six arcade games, £55. Tel: 0606 75119 after 5 pm.

SINCLAIR 16K ZX81, £35. Northwood 22750 (after 6 pm).

DRAGON 32, 3 weeks old, £56 of software — Defender, Donkey King, etc, £185 ono. Tel: 01-777 4714 (5 pm).

VIC20, m/c your VIC, Commodore cartridge, Programme Reference Guide, VIC Revealed, + 6502 programmes course, £25. Tel: 0892 24486.

ATARI VCS CARTRIDGE, Space Invaders, £10 and Laser Blast, £8. Tel: 0264 53600 (anytime).

DRAGON 32, 3 months old, as new + software, £160 + Sinclair Printer (unused), £40. Tel: 0622 53710.

MZ80A, 48K, much software, magazines, books and other useful items, £295. Tel: 0789 205198.

ACORN ATOM, 12K RAM + floating point Rom plus tool kit Eprom, also word processing Rom 6522 via Imp and 64 way expansion sockets, including power supply, dust cover + cassette recorder, original arcade games, £250. Tel: 01-575 5711.

DRAGON 32, 2 months old, still under guarantee, joysticks + software, £190 ono. Tel: 01-322 8280 (anytime).

DAI 48K, improved keyboard + user mags, £580. Tel: 01-670 5909.

JUPITER ACE + manual, leads, etc, £65. Tel: 0228 61587.

T199/4A, 9 months old including extended basic etc, etc, all worth £500. Sell £260 ono. Tel: 04865-2887.

INTELEVISION, 2 cartridges, Soccer, Galaxy Invaders, £70 ono. 061-624 9279 (5 pm).

JUPITER ACE, brand new + demo cassette, leads etc, £65. Tel: Conway 2345.

SWAP SPECTRUM m/c Arcade games for any other Spectrum games or adventures. Tel: 06845 65657 (evenings).

6502 GAMES. How To Care For Your Computer, A-Z Book of Computer Games, Why Do You Need A Personal Computer? Books for sale, cost £38, sell £16 the lot. Tel: 01-574 4122 (9 am-5 pm).

FIVE ROLLS ZX paper, £8 ono. Tel: Manchester 061-330 6406 (6 pm).

EXCHANGE your software with me: Send an SAE to: M. A. Valentine, 101A Underdale Road, Monkmoor, Shrewsbury, Shropshire, SY2 5EF.

20 SPECTRUM original tapes worth £115 + tapes, include: Hungry Horace, Flight Simulation, Schizoids, Penetrator, Football Manager (phone for full list). Sale price £35 the lot. Phone (05827) 69152, for details.

12K ATOM, 12K Rom, + cassette, £100. Tel: 01-885 1207.

PRINTER/TERMINATE KSR 300, RS232C interface, 300 cps, tractor drive, 80 column, suit most micros with RS232 interface, £80 ono. Tel: 041-638 5411 weekends only.

ORIC 1, 48K, brand new, unwanted gift, £160. Tel: 041-772 8992.

MATTEL INTELEVISION with 6 cartridges, 3 months old, £180 ono. Tel: 01-366 1360.

SWAP 1-piece mahogany-based guitar for Dragon 32 or similar. Tel: 0235 32435.

PRINTER, Seikosha GP80 boxed as new, paper + cable, suit most micros, Beed Atom + Dragon, £170 ono. Tel: 733 4334.

DRAGON 32, boxed as new, upgrading, £150. Tel: Cumbran (06333) 65255.

TANDY colour computer Project Nemula game, will swap for other cart. Tel: Pelsall 691618.

MATTELL INTELEVISION + 3 cartridges inc Lock + Chase, 3 months old, £99 ono. Tel: Letchworth 72250.

POPULAR Computing WEEKLY

BACK NUMBERS

MAKE SURE OF A
REAL COLLECTORS' ITEM —
THE FULL SET OF PCW

We will mail any of the numbers you're missing from Issue 1 to the latest — for just 50p an issue, including p & p.

(We have no more copies of Issues 2, 6, 7 or 11)

Send cheques/Postal Orders to:

Back Numbers
Popular Computing Weekly
Hobhouse Court
19 Whitcomb Street
London
WC2 7HF

CENTRONICS 102DC double header printer, standard interface, full size 132 column machine. Can be used with standard interface, e.g. Dragon/BBC. £150 with stand. Tel: 01-856 1198.

GAMES: First offer for each secures, Vic20 Road Race £4; Number Invaders £4, ZX81 16K Prime Minister £3.50. Pet Number Invaders £5, Spectrum Space Raiders £4. M. A. Valentine, 101A Underdale Road, Monkmoor, Shrewsbury, Shropshire SY2 5EF. (Also Vic20 8K Rampack £40).

SWAP COMPLETE Home Base CB set-up for any colour computer. Tel: Bradford 0274-592920.

DRAGON 32, as new, + joystick + lots m/c arcade games, + manuals. Cost £265 sell £180. Tel: 061-794 9403.

TI 99/4A, all cassette leads + Parsec + Invader Modules + 5 games cassettes + manuals + book, £150. Tel: Cambridge 862439 eves.

VIC20 S/W for exchange. 01-387 8751, 6—9 pm.

SWAP ZX81 GAMES: Scramble, Hungeroids. Tel: Leeds 788042 (6 pm).

VIC20 SUPER EXPANDER, £25 or swap for 8K Ram. Tel: 021-354 4722 (anytime).

EXCHANGE VIC SUPER EXPANDER for 8K Ram. Tel: Hordean 595900.

MICROTAN 65 + Tammex, 8K Ram, Sigforth Eprom, u/l, graphics, Cherry k/b, keypad, games s/w, mini-rack, £150 ono. Tel: 021-445 2468 (anytime).

SWAP PHARAOH'S TOMB, multi-screen, 16K, Adventure, for other 16K Adventures (Vic20). Tel: Horsham 721105.

SWAP a boxed Sargon II Chess Vic20 cartridge for a Lunar Lander cartridge. Tel: Lisburn (Northern Ireland) 70461.

Wanted

WANTED. Dragon 32 to swap for Vic20 plus cassette deck, joystick, 3 months old, all boxed, books and software. Tel: Fleetwood (Lancs) 4105.

WANTED. ZX81 11K, keyboard. Tel: 01-841 2024 (anytime).

WANTED. BBC A OR B for cash. Tel: Goosetree, Cheshire (0477) 32053 (anytime).

WANTED. Buy, rent or timeshare, TRS-80 MII with exp. drives and printer. Any reasonable offer. Tel: 01-940 2655 (anytime).

WANTED. BBC MODEL B with disc interface. Tel: 041-632 5970 (Glasgow).

INTELEVISION, sensibly priced please + cartridges to be included. Tel: 01-897 6274, Bruce, evenings.

WANTED: Disk drives + Expansion Interface for TRS80 Model I Level 2. Ring: 0633-422328.

SECOND-HAND PRINTER, Seikosha GP100A or similar. Tel: 01-942 5026.

DISC DRIVE for BBC Model B. Derby area. Tel: 0332 773865.

WANTED: BBC (B) with software. Tel: 01-204 4534 (7 pm).

BBC MODEL B. Tel: Tellerton 258412.

ANY COMMODORE, TANDY, SHARP, will pay £250 ono. Tel: 061 792 5054. Mr Ibrahim.

VIC PROGRAMS and other cartridges in exchange for software. Tel: 01-807 6907.

WANTED: any Vic cartridges, half price. Winchester (0962) 53240 (6 pm).

BBC MODEL B. Tel: Swansea 208940.

BBC MODEL B. Tel: Godalming 22267.



CRASHING BORE!

Martyn Sudworth of Bristol, writes:

Q I have recently acquired a Jupiter Ace. It does not take long to discover that, with less than 1K of memory available (after the character set, and both the stacks are accounted for), it is insufficient even for Forth.

I therefore tried to fix my ZX 16K Ram pack to the Ace by means of an adaptor (to get the connections in the right order). Nevertheless, the computer crashes with the 16K Ram fitted as soon as it is turned on.

A I think you are brave to try a wiring job like this — it must look a bit like spaghetti. Assuming that you have taken note of the end of page 155 of the manual, where it says that the Ram CS and the Rom CS on the ZX81 should not be connected up, then it must, I am afraid, be a wiring mix-up.

While on this subject, D Barlow of Lansbury Drive, Hayes, Middlesex, has tried the same thing with a Memotech 32K Ram pack. He found that the only way he can get the Ace to address this particular pack, is by 'linking out the Rom CS to the Ram CS, on the ZX81 side'. I can only assume that this is because the Memotech memory actually disables the Rom to enable it to read the screen.

D Barlow also asks why, when he has the pack fitted, he gets the result -31879 when he does a test to see how much memory he has left — and would it be possible to fit an ordinary keyboard to the Ace. The reason for the return of -31879 value is given on page 24 of the manual. The numbers 'wrap around', so you get the last address of the 32K

block as, 32767, the next addresses are returned as -32768, -32767... and so on. So you can see that you have almost 33K of User Ram available with this pack fitted.

A normal keyboard could be fitted to your Ace, but it would take a careful analysis of the position of each data and address line.

UNSTOPPABLE NOISE

L K Matuszczyk of Trelaw Road, Trelaw, Rhonda, Mid-Glamorgan, writes:

Q I have had a 16K Spectrum since October. When I connected the power supply, I was a bit surprised to hear a loud buzzing noise, which came from the computer. I telephoned Sinclair Research and a young lady told me that the Spectrum does buzz and, as the computer seemed to be OK otherwise, she would not recommend that I return it.

Is it reasonable for the Spectrum to make this noise? I must confess that it irritates me after a while. What causes it, and have you any ideas on how to reduce it?

A All Spectrums seem to buzz to a greater or lesser extent. Nevertheless, it does not mean the Spectrums aren't any good — the cause is usually the winding in the modulator. I cannot think of anything you can do to stop the noise.

IN SHORT SUPPLY

Lawrence Stevens of Sale, Manchester, writes:

Q I think I am having trouble with the power supply for my Dragon. I have recently moved and now every so often the television screen goes fuzzy (even though it is the same television as before). Occasionally, I get problems with software that I have loaded on my own and has previously had no faults.

I lent my computer to a friend for a few days, who lives where I used to live. No problems. A local electrical shop said something about a poor power supply in this area and suggested a filter on the power lead. He did not know where I could get one. Do you?

A I am a little surprised that he did not know

where to get a filter of some sort, but there is at least one on the market. It is called 'The Plug' and is available from Power International Limited, 2a Isambard Brunel Road, Portsmouth, Hampshire PO1 2DU.

The problem you face is not unique, but as a matter of course I would suggest a wiring inspection of your house.

THE DREADED WOBBLE

P H Cooke of East Crescent, Stocksbridge, nr Sheffield, writes:

Q I have noticed several machine code programs that can only be Run on a 1K ZX81, or a machine with less than 3.25K of Ram. I have firmly attached my Ram pack to the back of my ZX81, to stop the dreaded wobble problems. Short of removing the pack, is there any way I can get these programs to Run with the Ram Pack attached?

A Yes, and it is tied up with the way the ZX81 stores the screen in the display file. If you have less than 3.25K, then when you first switch on the display file contains just 25 bytes, a Newline character for each line. As material is entered, the display file fills up, from left to right. This is why it is best to keep 1K displays in the left-hand corner of the screen, and also why each line in the display file contains 33 bytes.

If you have more than 3.25K, then 792 bytes will be reserved for the display file; ie, a completely full screen.

The way around your problem is to fool your ZX81 into thinking that it has less than

3.25K of memory. This can be done by lowering Ramtop. When the command New is used, it clears everything in the memory up to Ramtop. If this is lowered, then the machine will be fooled into thinking that it has less memory.

The only way to access information above Ramtop in Basic is by Peek and Poke. If you Poke any address below 20700 into the variables that control Ramtop, you will lower it enough.

The variable that controls Ramtop is 16388/9. 16388 has to be Poked with the low byte of the address you want to lower Ramtop to, and 16389 with the high byte. If you want to lower Ramtop to 1K, then this program will do it:

```
10 LET A = 17407 (The address at
the end of 1K of Ram)
20 LET H = A/256 (This will give the
high byte)
30 LET L = A - INT (B * 256) (This
will give the low byte)
40 POKE 16388,L (Putting the new
value into the systems variable)
50 POKE 16389,H (Putting the new
value into the systems variable)
```

WORTH THE WAIT?

A Herbert of Adam Road, London N6, writes:

Q I have heard that Sinclair is going to bring out a new computer quite soon. I was thinking of up-rating from my ZX81 to a Spectrum, but would it now be worth waiting for the new computer?

A Lots of speculation on this, but unfortunately, very little by way of hard facts to go on. Probably, the new computer will be more business orientated than the previous machines and flat screen television, and microdrives will probably be included.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem **Peek** it to Ian Beardsmore and every week he will **Poke** back as many answers as he can. The address is **Peek & Poke, PCW, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.**

Top 10

Books

- (3) Assembly Language Programming for the BBC Micro, Birnbaum
- (1) Enter the Dragon, Carter
- (6) Spectrum Machine Language for the Complete Beginner, Tang
- (2) Creative Graphics on the BBC Micro, Cowrie
- (—) Mastering the Vic20, Jones
- (4) The Working Dragon 32, Lawrence
- (7) Programming the Z80, Zaks
- (—) The C Programming Language, Kernighan
- (5) Computer's First Book of Vic, various authors
- (—) Mastering CP M, Miller

- (Macmillan)
(Melbourne House)
(Melbourne House)
(Acornsoft)
(Horwood)
(Sunshine)
(Sybex)
(Prentice Hall)
(Compute!)
(Sybex)

(Figures compiled by Watford Technical Books, Watford, 0923 23324)
(Last week's position in brackets)

Zigurat



A spell on the computer

I have just calculated (on my new clock calculator) that the square root of -81 is 9. I cannot perform any more calculations, because it seems to be jammed: then I notice a tiny E in the upper left-hand corner. If I was an unaware user, I might not notice the E and carry on working.

Richard Skemp (writing in *The Psychology Of Learning Mathematics*, Penguin Books, 1971) notes that problems of learning and teaching mathematics are *psychological* problems, and that before we can make progress in teaching such things as mathematics (and programming?) we need to know much more about ways of learning. He might have added that different people learn in different ways: though some might learn by Papert's methods, some with poor visual imagery might find it almost impossible to learn merely by use of visual methods (psychologists distinguish between imagers and non-imagers — say no more!).

If we think of simple "sums", Skemp notes that "to understand arithmetic is an impossibility, for much of the algebra we learn at school is generalised arithmetic". This is why I believe that it is not possible to be a superior programmer without being in possession of a good *concept* of number (personally, my arithmetic is poor!).

To program is not to use mathematics, in one sense, but to program is to use logic, and logic has its basis in arithmetic.

I also believe that a good programmer should have a good command of the English language: when I read some of the so-called books on programming which fill the bookshops, and curse their illiteracy, this is reflected in the utter poverty of many of the programs.

A few years ago an attempt was made to introduce backward adolescents to computers, to see if the new environment could tease out their innate ability. It was reasonably, but not very, successful. It was found that boys who could not add up well played number-guessing games with facility (given time); but the biggest drawback to progress was that, to obtain a list of programs on the disc, one had to type *Catalog*, (it was an American computer) with no *ue*. For some *educated* people confusion ensues, but these boys did not see the problem — they could spell neither version.

I sometimes wonder if the reason why the Sinclair machines have been so successful at so many levels is that they use single keywords entry, so that the user does not have to spell. That a good proportion of software writers cannot spell is obvious from reading the documentation and program output.

One of my worries about the concentration upon computers in schools by the present government is that useful and essential skills may be down-graded merely because of that emphasis. One reaction to this type of argument is "It doesn't matter, before long all input and output will be audio, so people will not need to read or write". I leave you to guess my reaction to that type of attitude!

Finally, back to logarithms: Skemp (writing in 1971, remember) notes, "In these days of electrically-operated calculators and computers, there are some who think that logarithms and slide rules are out of date. But a book of mathematical tables costs pence, a slide rule a few pounds. Whereas an electric calculator costs hundreds of pounds, a computer, thousands."

Boris Allan

Puzzle

All square!

Puzzle No 49

They were laying floor tiles at the local community centre.

"Managed to get this lot cheap," said Ned, indicating the tiles. "We found the kitchen, cloakroom, lobby and committee room were all perfectly square, and measured an exact number of feet along each side. Not only that but the kitchen was six feet smaller along the side than the cloakroom, the cloakroom was six feet smaller than the lobby, and the lobby was six feet smaller than the committee room."

"I see," I replied, spotting a contrived puzzle. "But you haven't mentioned the main hall."

"That'll have to wait," replied Ned. "You see, we only have the exact number of tiles to do the four smaller rooms. To be able to do the hall we would need as many again."

If the hall is also square, and an exact number of feet, what are the sizes of the rooms?

Solution to Puzzle No 44

If we call the distance from the top of the furthest flag pole to the peg r , the height of the poles p , the distance of the peg from the nearest pole x and the distance between the two poles q then, using Pythagoras' theorem:

$$p^2 + (q+x)^2 = (r - \sqrt{p^2 + x^2})^2$$

With a little juggling this becomes:

$$4(q^2 - r^2)x^2 + 4q(q^2 + r^2)x + (q^2 - r^2)^2 - 4r^2p^2 = 0$$

and writing $s = q^2 - r^2$ gives $4sx^2 + 4qsx + s^2 - 4r^2p^2 = 0$

Using the program with the values of p, q and r :
 $10 P=50: Q=75: R=160: 20 S=Q^2 - R^2: 230 A=4*S: B=Q*A: CS \uparrow 2 - 4*R \uparrow 2 * P \uparrow 2: 40 D=SQR(B \uparrow 2 - 4*A*C): 50 X1 = (-B+D)/(2*A): X2 = (-B-D)/(2*A): 60 CLS: PRINT "THE ROOTS ARE: 'X1' AND: 'X2"$

This gives the two answers of 19.03 and -94.03. So the peg is 19.03 feet from the nearest pole. The other root refers to a possible corresponding peg 19.03 feet out from the other pole.

Winner of Puzzle No 44

The winners are: Ms P Haynes and Ms C Johnson, of the Upper Fifth, Queen Mary School, Lytham, Lancs, who receive £10.

Top 10

BBC*

- 1 (6) Planetoids (Acornsoft)
- 2 (—) Chess (Program Power)
- 3 (9) Snapper (Acornsoft)
- 4 (10) Tree of Knowledge (Acornsoft)
- 5 (—) Creative Graphics (Acornsoft)
- 6 (8) Castle of Riddles (Acornsoft)
- 7 (—) Frogger (A&F)
- 8 (—) Graphs and Charts (Acornsoft)
- 9 (2) Chess (Computer Concepts)
- 10 (—) Forth (Acornsoft)

*All Model B.
(Figures compiled by Micro Management, Ipswich 0473 59181)

Vic20

- 1 (2) Lazer Zone (Llamasoft)†
- 2 (3) Grid Runner (Llamasoft)
- 3 (—) Abductor (Llamasoft)
- 4 (7) Krazy Kong (Interceptor Micros)
- 5 (—) Hopper (Rabbit)
- 6 (10) Night Crawler (Rabbit)
- 7 (5) Andes Attack (Llamasoft)†
- 8 (8) Quackers (Rabbit)
- 9 (—) Sargon II Chess (Commodore)†
- 10 (9) Traxx (Llamasoft)†

*Cartridge. †Requires 8K or 16K.
(Figures compiled by Vic Centre, London 01-992 9904)

Spectrum

- 1 (3) Penetrator (Melbourne House)*
- 2 (7) Vu-3D (Psion)*
- 3 (10) The Hobbit (Melbourne House)*
- 4 (5) Frogger (A&F)*
- 5 (9) Scramble (Mikrogen)
- 6 (—) Flight Simulation (Psion)*
- 7 (—) Micro Chess (Artic)
- 8 (1) Black Crystal (Carnell)*
- 9 (8) Galaxians (Artic)
- 10 (—) GulpMan (Campbell Systems)

*Requires 48K.
(Figures compiled by Buffer Micro Shop 01-769 2887)

Atari

- 1 (—) Zaxxon (Datasoft)
- 2 (—) Chopper Rescue (Microprose)†
- 3 (—) Eastern Front (APX)
- 4 (1) Defender (Atari)*
- 5 (—) Eliminator (Adventure International)
- 6 (—) Hell Cat Ace (Microprose)*
- 7 (2) Miner 2049er (Big Five)*
- 8 (—) Floyd of the Jungle (Microprose)†
- 9 (—) Preppie (Adventure International)
- 10 (—) GFS Sorceress (Avalon Hill)†

*Cartridge. †32K cassette, ‡48K cassette, §32K disc. *48K disc.
(Figures compiled by Calisto Computers, Birmingham 021-632 6458)

ZX81*

- 1 (3) Galaxians (Artic)
- 2 (4) Flight Simulation (Psion)
- 3 (6) 3D Defender (JK Greye)
- 4 (2) Kong Dracula (Tony Roberts)
- 5 (—) Maze Man (Abbersoft)
- 6 (—) Chess (Artic)
- 7 (—) Do Not Pass Go (Workforce)
- 8 (—) Mazogs (Big-Byte)
- 9 (—) Centipede (Llamasoft)
- 10 (—) Oracle's Cave (Doric)

*All 16K.
(Figures compiled by Buffer Micro Shop, London 01-769 2887)

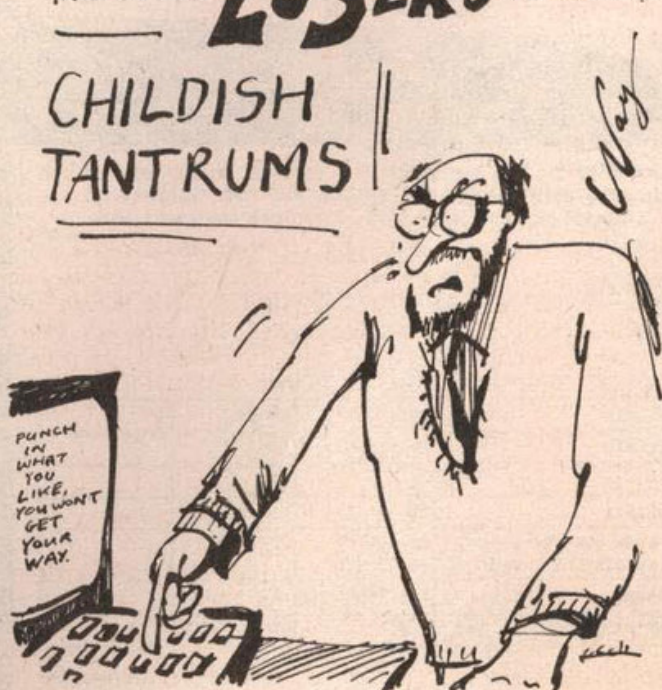
Dragon

- 1 (1) Planet Invasion (Microdeal)
- 2 (2) Dragon Trek (Salamander)
- 3 (5) Alcatraz II (Microdeal)
- 4 (3) Space Race (Compusense)
- 5 (—) Donkey King (Microdeal)
- 6 (6) Invaders Revenge (Microdeal)
- 7 (—) Champions (Peaksoft)
- 8 (—) Attack (PSS)
- 9 (7) Ghost Attack (Dragon Data)*
- 10 (4) Scarfman (Microdeal)

*Cartridge.
(Figures compiled by Dragon Dungeon, Ashbourne 0335 44626)

THIS WEEK'S LOSERS PROGRAM...

CHILDISH TANTRUMS



TWO NON-VIOLENT GAMES
FOR THE YOUNG AT HEART

BUNNY PLUS E.T.A.



THE PIMAN
NEEDS



AUTOMATA U.K. IS WAGING WAR AGAINST BOREDOM. WE NEED PROGRAMS THAT ARE AS GOOD AS "PIMANIA" FOR ANY KIND OF MACHINE. HELP US SPREAD FUN AND JOY ACROSS THE PLANET. SEND US YOUR PROGRAMS.....WE DON'T PAY ROYALTIES WE DON'T MINCE WORDS....WE PAY CASH 100% IN ADVANCE.....JOIN US NOW!

AND FOR ALL OF YOU CHEAPSKATE 1K FREAKS, WE OFFER YOU THE FOLLOWING CASSETTE, ALL IN THE

BEST POSSIBLE TASTE

A GREAT COMPILATION OF THIRTY, YES THIRTY GAMES FOR THE 1K ZX81, ALL ON ONE CASSETTE!

INCLUDING:
HORRORSCOPE, BAD SPELLS, DER FUHRER, ACNE, KICK THE BUCKET, HORSE RACE, ROYAL FLUSH, FUNNY VALENTINE, POX, DOLE, STORK, GROWING UP, LIFE SUPPORT, TUMBLING DICE, FAIRIES, FIND THE NUMBER, REAGAN, CRYSTAL BALL, PS AND QS, GENESIS, GOD, NOAH'S ARK, PLAGUES, GOLIATH, JONAH, MERRY CHRISTMAS, LIES.....

and it's all done IN THE BEST POSSIBLE TASTE

AUTOMATA... "we put some TING in computing"

Attention all doodlerz, dealerz & designerz!
TRY THESE HI-RES GRAPHICS PROGRAMS
DRAGON SPECTRUM
SPECTACULAR
DOODLES & DEMOS

A PACK OF BRILLIANT AUTOMATIC DEMONSTRATION PROGRAMS. PERFECT FOR THE HOME & TRADE ALIKE
plus
SELF-TEACHING GRAPHICS DESIGNING AND DRAWING PROGRAM, COMPLETE WITH SIMPLE FULL INSTRUCTIONS

THE SELF-TEACHING USER-DEFINED GRAPHICS PROGRAM, plus A BUILT-IN LIBRARY OF READY-MADE SYMBOLS, including GREEK, RUSSIAN, HEBREW, ARABIC, MATHS, CHESS, FOOTBALL, INVADERS, PACMAN, FROGGER, AND HUNDREDS MORE all at the touch of a key.

I'VE LOOKED EVERYWHERE FOR A COPY OF 'MONOPOLY' WHERE I CAN PLAY AGIN' MY ZX SPECTRUM. FREE COPY OF 'PIMANIA' TO ANYONE WHO CAN HELP ME!



PIMANIA

have YOU played "Pimania" yet?

"THE BEST EVIDENCE THAT COMPUTER GAMING HAS COME OF AGE ... AN ADVENTURE ENTHUSIAST'S DREAM." (Computer & Video Games.)

"Original, bizarre, amusing, with long-lasting appeal. Have a go!" (Personal Computer News)

"THE BEST ADVENTURE GAME EVER".....(STREETLIFE)

"At last a refreshing alternative to death and destruction. You are hooked right from the start." (Which Micro)

"AWARD GOES TO AUTOMATA...A NEW SOFTWARE CONCEPT WITH GLITTERING PRIZES." (P.C.W.)

"Addictive madness, very professional, the Ultimate Quest, an absolute must!" (Dragon's Teeth)

"THE COMPLETE ENTERTAINMENTS PACKAGE," THE BEST ADVENTURE GAME REVIEWED FOR VALUE & PLAYABILITY (CVG BOOK OF REVIEWS)

"I have been reduced to a gibbering "PIMANIAC" by a crazy cartoon character called THE PI MAN" (Interface)

"INSANE! BEAUTIFUL! MONTY PYTHON MEETS MASQUERADE!" (PCW)

"All-singing, all dancing, with clever moving graphics good sound effects and a large number of tunes." (ZX Computing)

"IT COULD TAKE A WEEK, IT WILL PROBABLY TAKE YOU A LIFETIME!" (Electronics & Computing)

"PIMANIA...THE BEST ADVENTURE GAME WE HAVE EVER REVIEWED!" (SINCLAIR USER)

£6,000 PRIZE!

Includes free hit single by Clair Sinclive and the Pi-Men!

NO-ONE HAS WON "PIMANIA".....YET



ALL PRICES INCLUDE VAT, PACKING & POSTAGE, WITHIN THE U.K. ENQUIRIES FROM OVERSEAS AND DEALERS ARE VERY WELCOME..... please send me these cassettes, I enclose the right amount

MY NAME

MY ADDRESS

..... POST CODE

PIMANIA	ZXB1 (16K)	£5	No.	£
PIMANIA	SPECTRUM(48K)	£10		
PIMANIA	DRAGON 32	£10		
PIMANIA	BBC (32K)	£10		
DRAGON DOODLES & DEMOS + SPECTRUM SPECTACULAR	DRAGON 32 any SPECTRUM	£5		
BUNNY plus E.T.A.	any SPECTRUM	£5		
THE BEST POSSIBLE TASTE	ZX81 (1K)	£5		
TOTAL				£

send cash, cheques, POs to: AUTOMATA UK Ltd.(P), 65 OSBORNE RD, PORTSMOUTH, PO5 3LR, ENGLAND. TEL. (0705) 735242... (cut this out, or send us a note if you prefer not to massacre your magazine...and thanks for your custom.)